BRITAIN'S BEST-SELLING SPECTRUM MAG!

MAY 1992 No 77 £2.20 With Pois Free Tape

YOUR SINCLAIR

NOT an official Fisons™ Publication



Bow-Wow! Top breeders recomend Potsworth & Co because it's solid entertainment!

SNAP! CRACKLE! POP!

We celebrate Ocean's Addams Family with an absolutely shocking Megapreview!



Mon souffle! Some rogue has cleared off with your exclusive Indy door hanger!

Bow down to the humble magnitude of our glorious tape. Wallow in the waves of cerebal karma and rejoice with *Mazemania* and *Quest Adventure*. Dig?

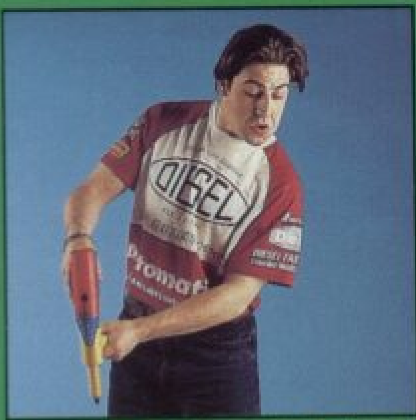
ZOOM TO PAGE 65 FOR THE CLUES BLUE!

CLOCK THIS

Murray Mouse can leap and pounce. He's ignoring Edam on page 28 ● It's mad, it's rad and it's thoroughly hatstand; Soccer Pinball's on page 16 ● Is this the end of the Never Ending Story? Find out on page 20 ● When giants meet. Bangers and Mash & Growl and Fowler and both previewed on page 42!

Plus! We rate and review 15 Easter eggs! How to tell if someone has really, really, really got the hots for you! And! Zip inside and try our exclusive Indiana Jones compo for size! We love you all!

Future Publishing
Your guarantee of value
Laugh? I nearly burped!
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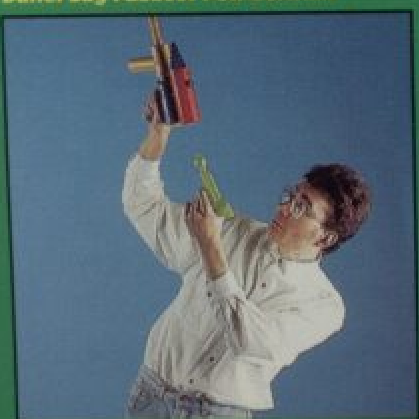
Name: *Andy Hutchinson* Job: *Editor* Age: *yes* Favourite weapon: *Red Sox cap* Best feature: *Left shoulder blade*



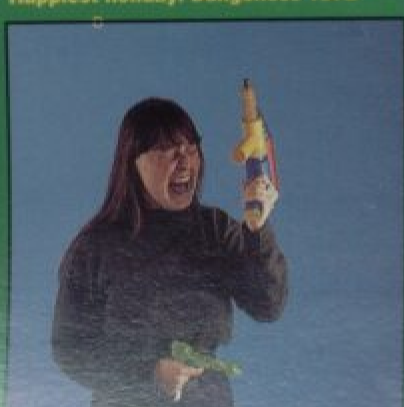
Name: *Andy Ounsted* Job: *Art Editor* Age: *14* Favourite weapon: *Faber-Castell TG1* Favourite note: *G# minor*



Name: *Linda Barker* Job: *Deputy Editor* Age: *16th century* Favourite weapon: *Duffel bag* Fabbest Pet: *Bertram*



Name: *Jon Pillar* Job: *Staff Writer* Age: *Under offer* Favourite weapon: *Bolas* Happiest holiday: *Dungeness 1972*



Name: *Maryanne Booth* Job: *Art Assistant* Age: *is an abstract concept* Fave weapon: *wit* Fave soap: *Cussons*

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Lawks! Another month, another issue. Now, as you'll have noticed already, there have been a few changes made to YS and I thought I'd take a few moments out from shaving my Alpaca (Cyril), to explain them.

The most obvious change is a brand new area of the magazine . It's the bit of the mag we're most excited about at the moment and it's called *The World*. However, you could well be wondering why we're bothering with stuff about books, films and records in YS. The reason's actually quite simple: there's little else to write about.

You see, the software companies are slowly but surely pulling out of the entire 8 bit computer market, save for a few re-release labels. This leaves us with the odd budget company and the odd game. In fact, so few games are coming out for the Speccy these days that we decided to look to other areas of life in order to keep you lot informed and to keep the issues as large as possible.

The shed-crew took a vote and we decided that we'd break new ground and try and give you the big picture. *The World* is quite probably going to be the future of YS. So if you love us and you don't want to see us go the way of the other magazines, then carry on reading. It's still YS, we're just peering slightly beyond the front door of the shed now. *Andy*

ISSUE 77 / May 92

YOUR SINCLAIR THE MAGNIFICENT 7

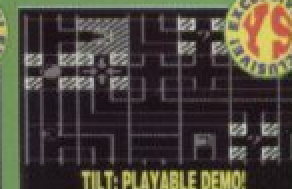
EXCLUSIVE!



MAZEMANIA: COMPLETE GAME!



QUEST ADVENTURE: COMPLETE DEMO!



TILT: PLAYABLE DEMO!

PLUS!

A COMPLETE GAME OF *RIKOSPHERE*, MUSIC FROM *TOXIC ELEPHANT*, OODLES OF *POKES* AND A *DISASSEMBLER UTILITY!*

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They're smoother than the cream in a twinkie! Please welcome the Addams Family. Word up!

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He mucked about too much, his mum threw him out of the tree house and now he's got to earn her respect. Chimps and gimps ahoy!

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The World!

Which are the best Easter eggs? How do you know is they really fancy you? And! What is a *base* metal anyway?

SALE MAY 7TH

WE'D DIE FIRST!

Abstinence is a good thing, but it should always be practised in moderation. So, just what couldn't you bear to give up? Hmmm?

YOUR SINCLAIR ABC 59,059

Editor: Andy ***(Flirting)*** Hutchinson ♥ **Art Editor:** Andy ***(300 BPM speed rock)*** Ounsted ♥ **Deputy Editor:** Linda ***(Brown cord cap)*** Barker ♥ **Staff Writer:** Jon ***(Apple pie sprinkled with cinnamon)*** Pillar ♥ **Art Assistant:** Maryanne ***(Brass bedstead)*** Booth ♥ **Advertising Manager:** Cheryl ***(Red lipstick)*** Beesley ♥ **Production Co-ordinator:** Lisa ***(Chips)*** Read ♥ **Publisher:** Jane ***(Black Russians)*** Richardson ♥ **Promotions Manager** Michelle ***(White handbag, matching stilettos and Saturday Night Fever album)*** Harris ♥ **Promotions Assistant** Tamara ***(Toast and Marmite)*** Ward ♥ **Group Publisher:** Greg ***("o'er-reaching ambition")*** Ingham ♥ **Circulation Director:** Sue ***(Open University course)*** Hartley ♥ **Assistant Publisher** Julie ***(Holidays and Harriet)*** Stuckes ♥ ***Your Sinclair (Insanity)*, Future *(Your Sinclair)* Publishing**, 30 Monmouth Street, Bath, BA1 2BW, Tel (0225) 442244 (Reader enquiries Wednesday only), Fax (0225) 446019 ♥ **Managing Director** Chris ***(Curries. Any colour or strength)*** Anderson ♥ **Subscriptions:** The Old Barn, Somerton, Somerset, TA11 7PY, Tel (0458) 74011 ♥

ISSN: 0269 6983 ♥

Your Sinclair zooms out of its boogie box with such groovesome and arse-kicking magazines as: *Commodore Format (The right to vote; grey area that this is!), Amstrad Action (Third Man video), Amiga Format (Watching footie on the box), PCW Plus (Train spotting), PC Answers (Classifying fungi), PC Plus (Sticking bookmarks in their paperbacks), Sega Power (Pork chops, chips and Kellogs Supernoodles), Amiga Power (American Hard Gums), Amiga Shopper (Sunday roasts), Classic CD (Shostakovich's String Quartet No. 7 in F sharp minor), Needlecraft (Being obsequious), Cycling Plus (Pink silk whalebone basque with matching suspender belt and stockings), Photo Plus (Agfa film) Mountain Biking UK (Mushroom and hummus pittas with really hot chilli sauce), PC Format (Money), Public Domain (Pretending to like bands) , ST Format (Herbal cigarettes), Total! (Giving up)* and *Today's Vegetarian (Lying in bed on Saturday mornings and watching Going Live)* and coming soon...*Fishmonger's Weekly*.

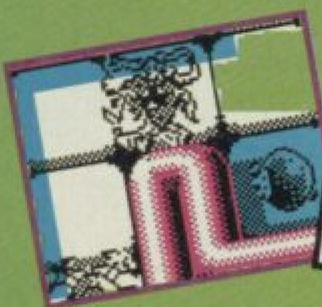
But what we *really* want to know is.. why is it that as soon as you actually get a girl/boyfriend, three other equally suitable and utterly tasty possible partners turn up?

Future PUBLISHING

YOUR SINCLAIR

THE MAGNIFICENT 7

You can keep your Darling Buds! 'Tis the merry month of May and we've got three full games, a fabby utility, a dynamic demo, a groovoid music prog and a top hat full of POKEs.



You'll be amazed at MAZEMANIA. It's complete, exclusive and on page four. Hurrah!



Search and destroy in the complete QUEST ADVENTURE on page five.



Whizz around in our complete reader game. It's RIKOSPHERE and it's on page five.



Roll a ball or two! Turn to page six for our demo of TILT.

Sort out odd numbers with the 007 DISASSEMBLER utility on page six.



Tune in and funk out to the TOXIC ELEPHANT toons on page six.



Look out for Jonny in POKERAMA on page five.

MAZEMANIA

Hewson

COMPLETE GAME



It was at times like these that Flippo really appreciated the value of a good, glossily-printed road map.

We here at YS believe strongly in quality education so, before we tell you about this month's exclusive covergames, let's take a few moments to review the history of the coin-op arcade machine. The development of the arcade game can be traced directly through three games. First, there was *Pong*, that wibble-the-dial game where you had to knock a low-resolution block past your friend's low-resolution bat, and vice versa. Then there was *Space Invaders*, the first true coin-op. The third historic game was, you guessed it, *Pacman*. Remember *Pacman*? Of course you do – who could ever forget the maze muncher chase game that launched a thousand clones with slightly different spellings. Ah, those were the days – the world was bright and young, all games cost 10p a go, and law graduates hadn't yet seen the advantages of specialising in the profitable field of copyright.

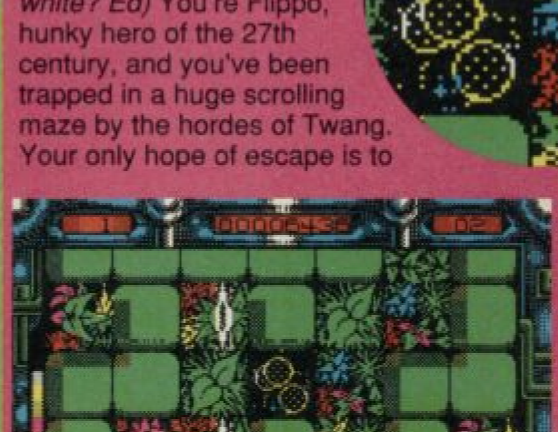


Down in the garden, Flippo paused. Even though his very existence was being threatened by a deadly star creature, he couldn't help but admire the begonias.

Anyway, he said in a waggish-linking-sort-of-voice, *Mazemania* is the Bold 3 of *Pacman* clones. Y'know, it's new and improved. *(And washes whiter than white? Ed)* You're Flippo, hunky hero of the 27th century, and you've been trapped in a huge scrolling maze by the hordes of Twang. Your only hope of escape is to race around the maze, flipping the floor tiles to reveal secret colours. When all the tiles are flipped, a portal will open, allowing you to proceed to the next maze.



But! Some tiles can only be flipped from a certain direction, while others revert to their original colour if you pass over them again. And then there's others which require Flippo to run over them twice in order to turn them over. Boo, eh?



Flippo was dead. All those dreams, all those hopes – dashed in an instant. And what of the little ones? What indeed?

Oh, and every so often you'll come across a gap in the floor. Luckily, by pressing fire you can jump straight over them – a splendid ability that also comes in handy for leaping over the wiggling nasties. Erm, and that's *Mazemania* in a nutshell, basically. It's all brilliantly playable and more than a mite addictive. Load it up, jump into those mazes and get lost. Ahem.

CONTROLS

Joystick or definable keys

QUEST ADVENTURE

Gremlin

COMPLETE GAME

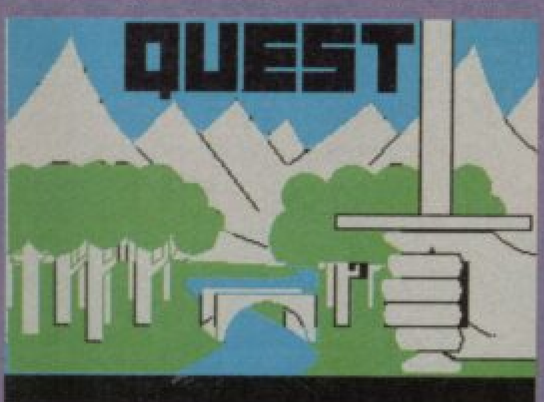
Hewson

Q*uest* is never going to win any awards for presentation but fret ye not, for this adventure more than amply delivers where it counts – with the gameplay. Hailing from 1983 it was one of the first adventures to feature interactive characters, as well as a fair number of well-honed puzzles. The plot behind the game is that you're an enigmatic traveller in a mystic land, and you're out to find a map. Quite why you're trying to find it, nobody knows. Perhaps it's a treasure map. Or a road map for the less well-travelled sections of Bootle, or something.

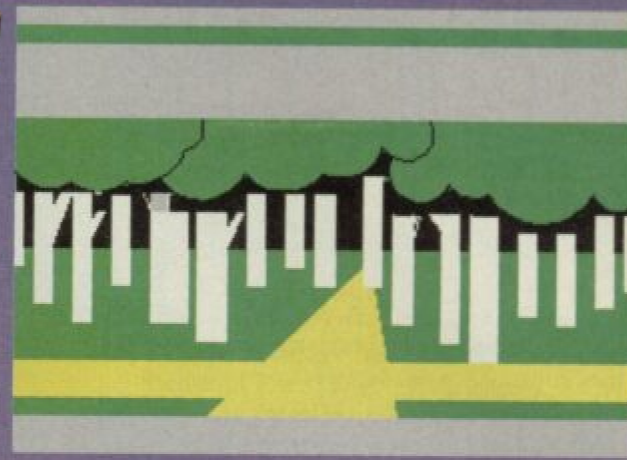
To aid you in your quest, you can choose to be one of five characters – wizard, cleric, rogue, fighter or simpleton. Each has different strengths and magic attributes, as well as a unique and fetchingly garish costume.

Quest accepts multiple commands (that is, you can string commands together with AND or THEN), but before you troll off on your search, there are three things to note. You can BUY certain objects at any time (if you've got the cash) – these objects are a RAPIER, a SHIELD, BREAD, a STAKE and a MAZE. Secondly, magic is an integral part of the game. The spells you can cast are MAGICGLOW, DOOROPEN, MAGICZAP, LONGLIGHT, HEALME, FIREBOLT, ICEBLAST, ENCHANTSHIELD, STONEIT, ZAPHIM, SUPERSTRENGTH and STEALER.

Finally, someone's left a lamp in the hut. What a stroke of luck. Well, that's all the help we can offer – the rest is up to you. Good fortune, and may the great goddess Hurp smile upon you with benevolence. Failing that, pack a Luger.



Sir Flimp had planned to ride out and save the day, but he was so badly drawn that he went to a rave instead.



Lydia was hopelessly, helplessly lost in the forest. Despite the gravity of the situation, she just couldn't help but laugh at the graphics.

Damn those elves. Nasty, malicious little creatures that get in your hair and spoil your porridge. I hates 'em I do, I hates 'em.

CONTROLS
Simply type in the commands

RIKOSPHERE

by Tim Blacklock

READER GAME

Proving once more that YS readers are sparkier than Sparky the dog and his electric friend Boots, Tim Blacklock has come up with this sponkadicious fast-moving puzzle game.

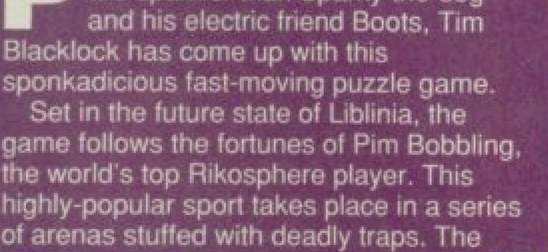
Set in the future state of Liblinia, the game follows the fortunes of Pim Bobbling, the world's top Rikosphere player. This highly-popular sport takes place in a series of arenas stuffed with deadly traps. The contestants, squeezed into armoured buggies, have to control their craft (which is called a Rikosphere) with a series of directional commands. The snag is, there are a limited number of icons they can use to steer around the arena and reach the exit. If you hadn't yet twigged, you have to take control of Pim's Rikosphere, clicking on the icons to change its direction as it whizzes around.

The whole thing is unhealthily swift – you've often got just a few seconds to click on the correct icon. Hours of fun and perspiration await. So take care, make money and remember the Rikospherists' motto – One Mistake And It's Squashy Time. Bleuch.



Arthur, Arthur, Arthur, Arthur. You're my rabbit and I love you. (Oh yeah.)

CONTROLS
Joystick or definable keys



Fiendish game, this. At the moment, your Rikosphere is heading straight for an obstacle. Best click on the "down" icon, eh?

POKERAMA

After Jon's frightening misadventures of the last few months, he's taken to looking both ways before getting out of bed.

On Friday he plucked up enough courage to go out to the pub with a few carefully vetted, exceptionally safe friends, whereupon he was snapped up by a Hollywood talent-spotter and whisked off to star in the very expensive film version of *Double Dragon 3.* Halfway through shooting he quit the movie and gave back his huge salary in order to write the latest instalment of *Pokerama.* What a complete and utter loon, eh? Mad but lovable, that's our Jonny!

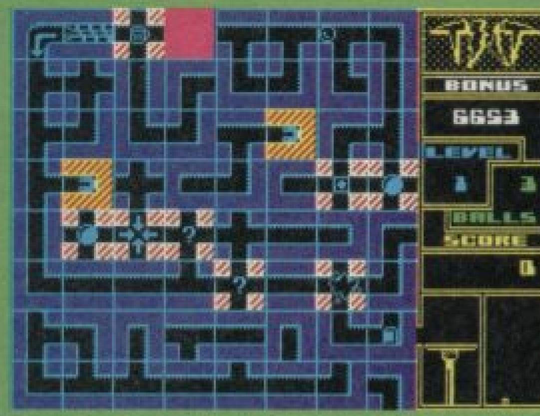
"Rock" North's box-office smashes this month are:
Pixy 2 Infy lives
Impossaball Infy lives, infy time
Dizzy And The Yolk Folk Infy lives
Spellbound Dizzy Infy lives
Captain Planet Infy lives
Moontorc Infy lives, spells, gold and axes
Firelord Immortality and infy lives, energy, barter energy
Jonny Quest Continue when zapped

TILT

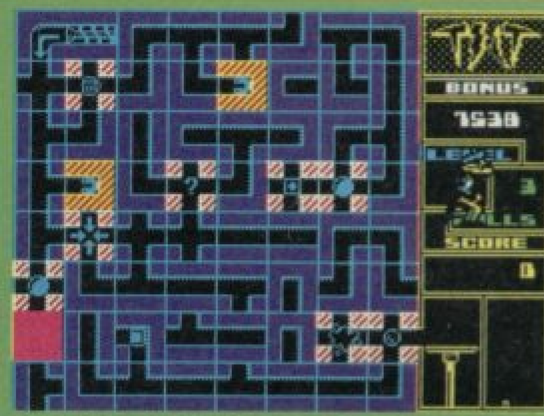
Linel

PLAYABLE DEMO





Hang on, that last caption was quite sensible. What the heck is going on? Normal service will be resumed as soon as possible.



Dr Feebleton Stiggley swayed gently in the afternoon breeze. It was pleasant, he concluded, for one to sing in Greenwich.

This month's snappy playable demo comes from those clever old Swiss bods Linel. Evidently that clean mountain air, coupled with bracing bouts of yodelling and boxes of powerful Swiss choco, have done their programmers a world of good cos *Tilt* is a bit of a corker. It's a fiddle-with-the-maze affair – sort of a cross between pinball, a sliding-square puzzle and *Pipe Mania*. As the ball rolls along, you have to move the walls of the maze to create a clear path. There are objects to collect, hazards to avoid and a time limit to beat. To help you, you can also influence the movement of the ball – but don't think this makes *Tilt* a pushover. It's a game with more tricks than Tricksy Trixie Gogglefunster, the notorious conjurer's assistant of Colwyn Bay, and it'll keep you plugging away until you beat all three levels that the demo comprises. Further instructions are in the program itself, so stop reading this and get stuck in immediately. You'll be so glad you did.



You're the big pink square. The idea is to move it around, changing the position of the tiles to form a clear path for the ball.

CONTROLS

Joystick or definable keys.

007 DISASSEMBLER

G A Bobker

TOOLKIT UTILITY

Many famous programmers started their careers by pulling other people's code to bits in order to see how it worked. If you've ever attempted to learn machine code, you'll know the horrors of trying to work your way through an endless stream of impenetrable numbers. Luckily, a disassembler will translate those ghastly digits into nice, readable assembly language, and by jingo we've got one of the very best disassemblers here just for you.

To install it, load up the code you want to examine, then either **LOAD ""** or **MERGE "":GOTO 47**. *007* lives in screen memory, so as not to clash with the code you're examining. Just enter the address you want to disassemble, and the program will leap into action. By the way, all CALLs and RETs are highlighted so you can follow the flow of the code. Neat, eh? Thought so.

CONTROLS

S Start address
N Next page
H Hex mode
D Decimal mode
C Copy to printer

TOXIC ELEPHANT

Steve Anderson and Gareth Jayne

FUNK BOX



Professor Eric struggled violently with Boris the master spy. Just as he was on the verge of being overpowered he realised YS had printed the wrong caption.

Don't bother to ask – not even Steve and Gareth know why this music collection is called *Toxic Elephant*. (They're students, which is probably explanation enough.) The prog features four leap-around-the-room music tracks, and as a bonus, two scrolly messages.

Undoubtedly the peak of the jukebox genre, and positively, unquestionably, unarguably the last ever one we're putting on the tape. Honestly. In the meantime, get hip and happening to that funky beat, and let those cool melodies kiss your ears. Or something.

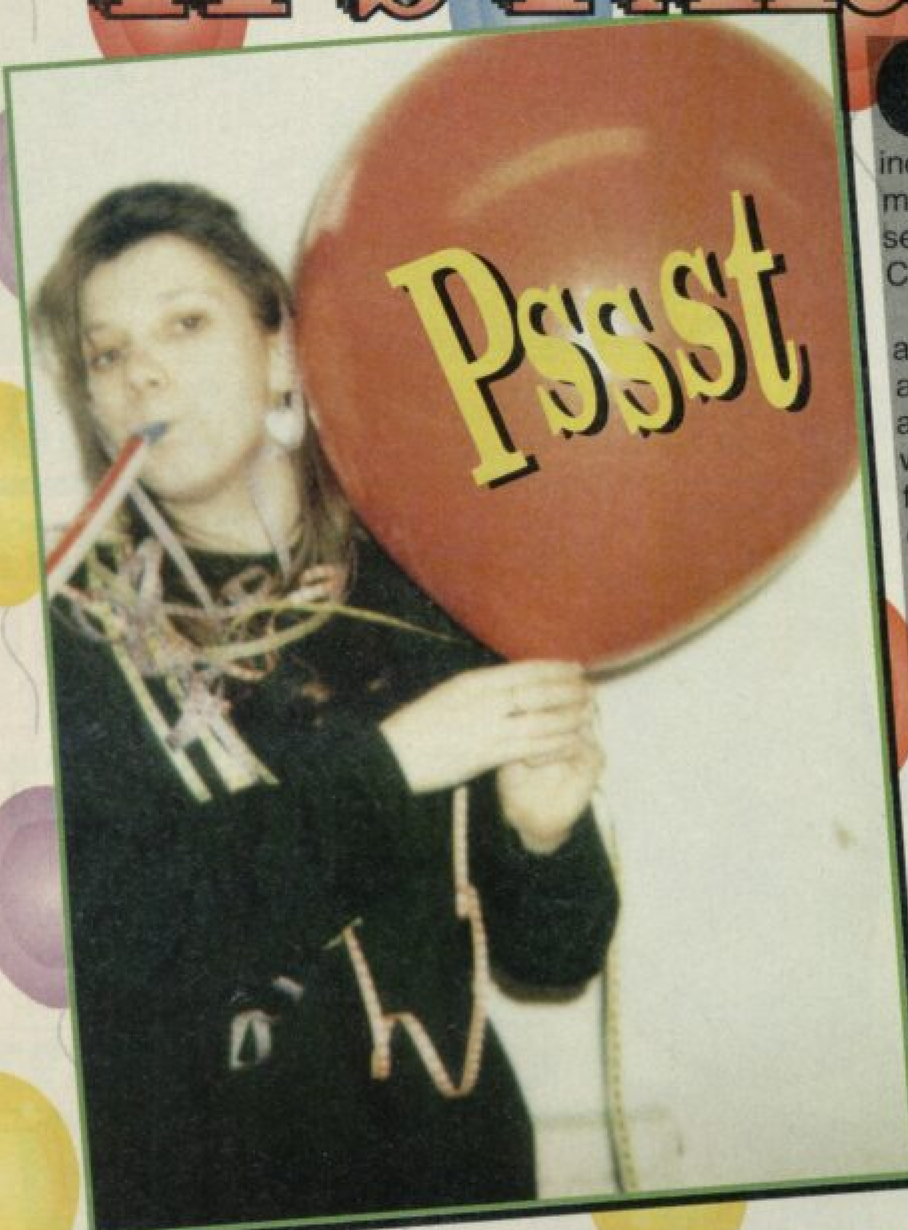
TAPE TRUBBS

Your YS covertape has been summoned onto this plane of existence by Queasily Snow, the Glaswegian sorceror of myth. His powers are mickle and vast, but occasionally he gets a bit funny around suppertime, spreads a pound of mince on his ankles and gets all the spells wrong.

So if your tape fails to load, simply cushion it among the loving folds of a Jiffy bag, enclose an sae and direct the whole caboodle to YS Mag 7 No. 13, May Ish, Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD - **NOT TO US!**

Now invoke the powers of Scott Walker to guide your tape swift and true through the British postal service, wait 28 days for the replacement to arrive, and go home.

IT'S PARTY TIME!



Get your party clothes out, Spec-chums: it's time to celebrate! It's ZX 92 – the Speccy's tenth birthday and absolutely everybody's going to be there, including your beloved YS team. Hurrah! Get your diary and make sure you're not doing anything on Saturday May the second. The fun starts at two o'clock at the University Conference Centre, Mill Lane, Cambridge CB2 1RU.

It really is going to be the knees-up of the decade, as far as the eye can see people will be swinging from chandeliers and sipping champagne out of glass slippers... Oh no, that's a different party. Sorry! This one will be packed to the gills with the young and old, rich and poor, famous and not so famous all fondly remembering the first Speccy game they ever played.

The best thing about this party is the fact that you might even catch a glimpse of Sir Clive. Excitement city! We're all big Clive groupies in the Shed and just to touch his hand would give us all an immense amount of pleasure. There are so many things we'd like to ask him but no doubt he'd refuse to speak to such piffling small fry. Ahh!

Never mind, eh? If Clivey-baby sweeps majestically past us we can always console ourselves by studying the Hobbit and watching loads of Speccy animation. If it all gets too tiring we can simply lean back in our chairs and let that MIDI music take us higher.

Hopefully this 'ere party'll show everybody what a beaut machine the Speccy is. After this show, the whole world and its mother will be queueing outside Dixons to get their hands on the last of the +2s. If Dixons have sold out, they're going to have to check out Eastern Europe, Arabia, Asia and Africa. Why? Cos they've got tonnes of them over there.

Tickets cost £7.50 and there are only 200 of them, so you'd better be speedy. For more details write to ZX 92, 24 Wyche Avenue, Kings Heath, Birmingham B14 6LQ. If you're coming from the North Pole and need somewhere to stay the night then bed and brekkers is available at the Cambridge University Arms. Call them on 0223 351241 and remember to mention ZX 92. See you there!

Sticks out for the lads!

Ahoy, all you wagglers! Here are three new joysticks for you to get your mitts round, and aren't they spiffy? All three are fresh from the Spectravideo stable which also brought you the Manta-Ray and the Sting-Ray. Like most joysticks these days, they all contain oodles of microswitches, but that's where the similarity stops! Study the pics and details below, make up your mind and go get a new stick!

1 The Alpha-Ray £11.99
2 The The Sigma-Ray £13.99
3 The Gamma-Ray £22.99



NEWS FLASH

Sinclair User have emptied their money box and acquired Crash! This means that there are only two Speccy mags left on the shelf – us, and the other one. The old Crash team have all found jobs but it's still unclear who's going to be editing the new SU incorporating Crash mag. But all you lot need to know is that at the last count YS was outselling both the other Speccy mags by many thousands. Hurrah!

PLAY AWAY!

On Monday the 13th of April, 1992, you can play games all day. In fact, you've got to play games all day. Why? Cos it's the first National Play A Game Day. Hurrah!

ELSPA (that's the European Leisure Software Publishers Association Ltd) have decided that playing games is so much fun that it should be bought to the attention of loads more people. So, on Monday the 13th, do your bit for National Play A Game Day and get your next door neighbour in for a swift blam! Blam!

If you've just flicked through this issue you'll probably have noticed reviews of a fair number of games including Hi-Tec's latest releases, *The Jetsons* and *Potsworth And Co.* The former sees Pa Jetson trying to escape from the beastly clutches of Mr Spacely, and in *Potsworth* you enter the Dream Zone to create loads of happy endings. How jolly! And wouldn't you know it – we've got a copy of each game for five oh-so-lucky readers. Hurrah!

Yes! Copies of *The Jetsons* and *Potsworth And Co* could be skimming through your letterbox and into your Speccy if you can simply answer the following questions...

1. What Hanna-Barbera character has a daughter called Pebbles?
2. Whose close friends get to call him TC?
3. What do Scooby and friends call their van?

Simply write the answers down on the back of a postcard or envelope and send them in to "You Can Call Me What You Like, As Long As It's With Dignity" Compo, YS Compos, 29 Monmouth Street, Bath, Avon BA1 2DL. Good luck!



T-ZERS

❑ Darren Jobling, that man in Zeppelin, is known to the members of Zep's Air Crew Club by his *non-de-plume* of DJ Rapping Dazza J. But did you know that this pseudonym mirrors reality? Yup, Darren's curling lip and lilting voice once thrilled audiences all over the country when he toured withThe Sensational Tobacco Road Rhythm 'n' Blues Band. What, you make ask, has this to do with the noble tradition of *T'zers*? Well, nothing actually. But we thought you might like to know. The real reason Zeppelin's in this illustrious column is that, as well as being firmly committed to releasing original barg software, they're keeping on with full-price releases through their sister label Impulze. Currently being mooted for a summer release is *Kawasaki Team Green.* As you might expect, this is a cycle racing game. More news as we get it.

❑ SAMCo's call for unreleased, home-grown Speccy software has already been answered. An anonymous but stunningly talented programmer has sent in *AstroBall*, which SAMCo say proudly is "a bouncy platform game that's a cross between *Wizball* and *Impossaball*, with a bit of *Space Invaders* thrown in." Mmm, can't wait. It's due out at the end of the month, from Revelation, priced £6.99.

❑ Following in the footsteps of a many a well-bred Speccy software house, Empire is about to launch a new barg label that will showcase its old full-pricers. The first releases will be winging their way towards us even as you read these words, so look out for lots of Empire-related wibble next month. Probably.

AT THE BUS STOP WITH GEORGE FORMBY



Here in the Shed, we very rarely let things of a spooky nature bother us. We all believe in UFOs, corn circles and ghosties but we've never had the pleasure of actually meeting any dead, or otherwise un-human, beings. (Other than dogs and cats and things.)

So you can imagine our surprise when we met George Formby, erstwhile banjo-jangler and window cleaner, waiting for a bus at Picadilly, Manchester. Spook, eh?

Obviously, the first question anyone asks a dead person is...

YS: So George, what's it like to be dead?

George: Dead? Me? Don't you worry, sonny. I'm not thinking of dying, not yet. While there's windows to be cleaned, I'll hang on in there.

YS: Oh, we're ever so sorry, we thought you were George Formby.

George: *Aye, and so I am. I'm the real thing, me.*

YS: Okay, if you're George Formby, what are you doing here?

George: *Doing? I'm watching that chip shop to see if a chap wearing green boots comes out. Pshaw, I'm waiting for a bus, aren't I?*

YS: But if you were George Formby, you'd have a good old-fashioned bike. And a banjo. Where's your banjo?

George: *I sold it.*

YS: Well then, you're definitely not George Formby. George'd sell his wife rather than give up his banjo.

George: *You young people, you think you know everything. Well, you don't. I'm George Formby because this 'ere's my bus. So there.*

As George clambered into a big orange bus bound for the Wilmslow Road we had to admit that the man's logic had been sadly affected by his stay in another world. And he was such a *good* banjo player.



Ah yes, here we see a classic example of the "dynamic character cover with appalling pun" period of YS, circa May 1986. It was also the month when we gave away that ace game *Batty* on the covertape. (Sigh.) Halcyon days of innocence, eh?

ROCK AROUND THE CLOCK

MAY 1989

Put your clocks back six years kids, cos that's where we're headed: May 1986, issue five. Hurrah!

It was time to welcome a new face to YS as Mike Gerrard handed in his first adventure column. Ace games included *Bomb Jack, Arc of Yesod, Falklands 82* (!?) and Ocean's *Batman* was a stonking Megagame. Back then, YS was still pretty much a techy mag. The screenshots section had been expanded but there were still loads of programmes, very complicated features and a QL section.

Elsewhere there was even an interview with the programmers of *Ghosts 'n' Goblins.* The questions went something like this..."Is this thing working?" and "What's your favourite colour?" Things don't change much eh, Spec-chums?

Potsworth and Co

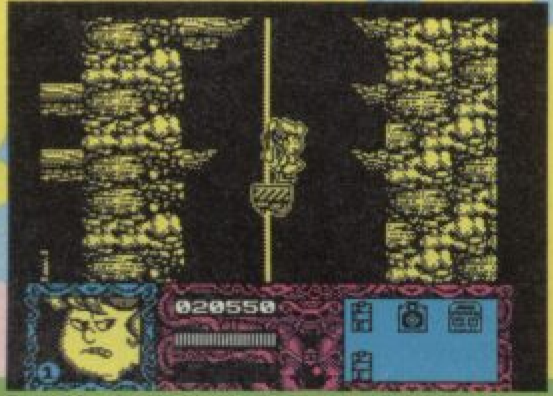
Hi Tec Premier/£6.99
☎ 0742 587555


JON

Dreams, eh? The source of ideas for authors, the source of inspiration for poets, the source of a truly awful song for Captain Sensible. The best bit about dreaming is that you do it when you're asleep, so you don't waste any time. The worst bit is that you only know you've been dreaming when you wake up unexpectedly and completely forget all the best parts. The other worst bit is having a nightmare, which is where Potsworth comes in.

Potsworth, y'see, is a dog with a difference. He is uncommonly intelligent, speaks with an upper-crust accent, leads the nightmare-busting Midnight Patrol and has three dots on the end of his nose. The character came into being when two slightly eccentric Brits looked at their mad spaniel and thought people would enjoy reading about his ludicrous adventures. Amazingly they were right, and Potsworth became a minor success. The slightly eccentric Brits then set their sights substantially higher, and sidled up to Hanna-Barbera with an idea for a weekly cartoon show.

After making a few adjustments, such as changing the title, fiddling with the format and bunging a load of Americans into the cast, the H-B machine swung into action and *Potsworth and Co* bounded onto BBC 1. Attracting five million viewers, the show leapt to the top of the charts, and the canny canine has never looked back. Except to see what's happening behind him.



Down in the dank, dark depths of the dungeons, Rosie stood on a box and pouted. She was that kind of girl. Elsewhere, a badger fell asleep.

From all this talk about dreams and nightmares, you've probably guessed that the plot to the game is pointedly strange. It seems that the ruler of the dream zones, the Grand Dozer, has been stricken with insomnia. Instead of prescribing a glass of warm milk and a quiet sit-down with the latest issue of Chat magazine, the powers that be call upon Potsy and the gang to fetch back the spooky Potion of Slumber. The magical equivalent of a Mickey Finn, it's a special mix of five snoozesome ingredients, and paint my left earlobe an unsuitable shade of maroon if these haven't been scattered around the dream zones by the wicked Nightmare Prince.

On each of the five levels you play one of the members of the Midnight Patrol, and their special abilities subtly affect the gameplay. Skip down to the helpful boxout for more info if you like. For those of you who prefer to keep your reading in a sensible, orderly fashion, each level is built around an enormous search-'em-out platformer.

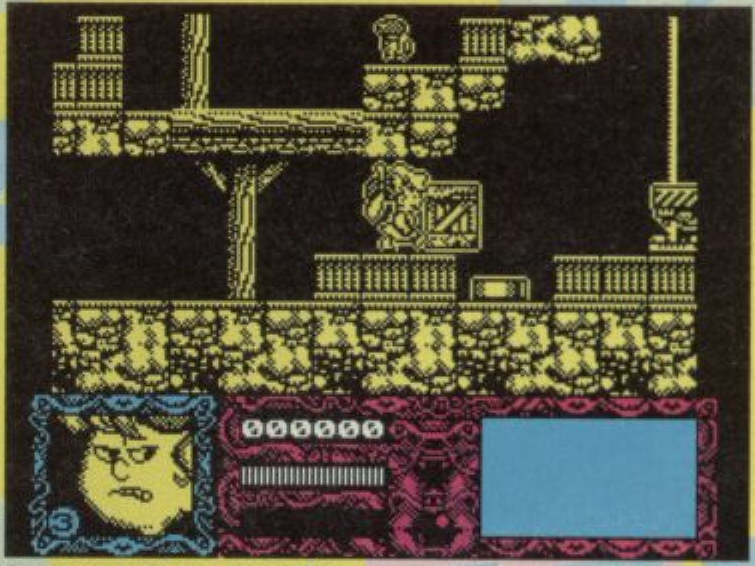
The stuff dreams are made of

YS MEGAGAME

Commendably eager to sweep away the memory of such horrible games as *Top Cat* and *Hong Kong Phooey*, Hi Tec have come up with a game of startling playability and addictiveness. The funny thing is, there's really nothing new in the game – it's just that all the parts click together to form a satisfyingly chunky whole. The gameplay borrows elements of everything from *Manic Miner* to *Switchblade*, with loads of secret passages, unexpected monsters and hidden bonuses. Best of all, the game isn't linear – you can go wandering off pretty much where the fancy takes you.

Each level is made up of five or six big areas, connected by such devices as lifts, swinging girders and fairground rides. As you're not strong enough to set off these by yourself, you need to find heavy objects and shift them around 'til you can drop them on the control buttons. Needless to say, some objects are cunningly concealed and require mucho questing from our heroes. There's even less need to say that the levels are crawling with baddies, but I will because it's only polite to do so. The levels are crawling with baddies. (Ahem.) Some are susceptible to a quick blast of firepower, while others are indestructible. How do you know which type is which? That's right, you don't. Get the idea?

Potsworth is an ace game. The fact that you aren't noticeably inhibited as you scuttle around adds to the



As a precaution against failing to save the universe, Rosie practised moving crates for a job in world of furniture removal.

BLIM!

On 14th April 1957, sixty-eight percent of the world's population dreamt that they were standing on a mound of green tie-clips, singing the theme from *It's A Knockout* to a Belgian tailor named Jeremy Wench. This has been officially confirmed as the sixth strangest event in history, as *It's A Knockout* wasn't televised until the 1970s.

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!

BUCKINGHAM PALACE, SW1
071 930 4832

meet the snooze crew

Who's gallumphing through your dreams tonight?

Rosie – a hyperactive loudmouth who prompts everyone she meets to say, "Hello, aren't you suspiciously like Lucy from *Peanuts*?" Rosie is stuck in the Warehouse, where the props for everyone's dreams are stored, and incapacitates the wandering monsters by shouting at them. Honestly.

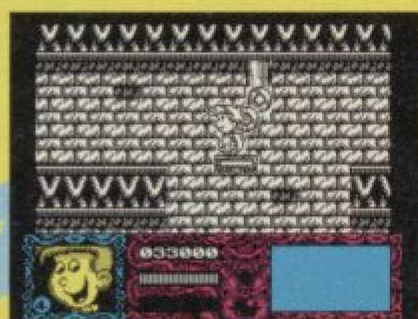
Nick – or, as he prefers to be known, Super Duper Man. Oh dear. Nick leaps around all over the place, attempting to reach the top of the Suspire State Building. He can lug weights around and buzz them at monsters, as well as making Super Duper Leaps to higher platforms. His personality profile has been handed over to Dr Hackenbush, who guffawed expressively.

Potsworth – Potsy is at large in Candy Land, where all the sweets of the dream zones are kept. He has



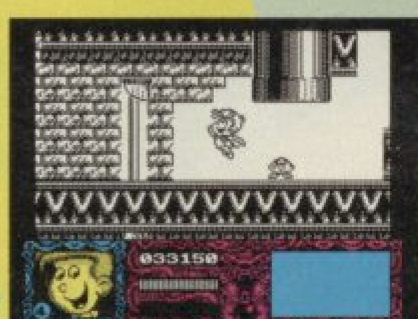
Nick took a deep breath and jumped. It was a gamble - but it paid off. With one flourishing sweep of his hand, he signed his name on the wall.

attraction – rather than being led on by the programmers, you can choose your own routes around the levels. It's not an easy game, but certainly not so difficult as to put you off. If you've got a fairly good memory and a razor-sharp trigger reflex you'll have no probs getting around. Taking a leaf from the Japanese console games, Hi Tec have kept the same basic gameplay for each level, but bolted on extra features to keep interest from flagging. The graphics are tip-top, with excellent detail and smooth animation. The sound's also pretty good, with plenty of 128K effects and ditties.



Super Nick was slightly hampered by the marbles stuck to his head.

Neatly tying everything up, the inevitable multiload is offset by the fact you've got oodles of credits. Yes siree, ol' Potsy has got himself a winner here. In a shocking break with tradition Hi Tec have done the licence proud, producing a fiercely playable biggie. It'll take ages to complete, and even after you've done so there are plenty of nooks and crannies to go back and explore. In fact, I'll dispense with the customary pay-off line, and just urge you to rush out and swap seven grubby coins for this sponkadicious computer game. You'll have hours of fun and be supporting full-price Speccy software at the same time. And you can't do better than that.



"Hurrah!" cried Nick. "I can fly!" (And he could, too.)

FINAL VERDICT

LIFE EXPECTANCY 90°	ADDICTIVENESS 95°
GRAPHICS 85°	INSTANT APPEAL 90°

DIAGNOSIS

Loopier than a twist of peel, and stormingly playable. Get it. Now.

80 60 40 20 **92°**

no offensive powers, so has to dodge the baddies. Look, he's a talking dog. What else do you expect?

Carter – the artist. He's one of those screamingly annoying people who remain calm in any situation. He can make his artistic scribblings come to life, a special ability which is of course completely different from that of the ancient *Whizzer and Chips* character Chalky. He's at large in the Rainbow Zone, and has to paint a soothing picture for the Grand Dozer. Hmmm.

Keiko – the skateboarder. She whizzes around Carnival Land, with the aid of such mechanical marvels as the dodgems, waltzers, log flume and ferris wheel. Does she remember to bring back candy floss for the others? Does she heck.

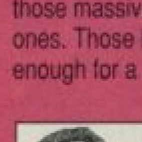
Freddy – the mad killer. *(You're fired. Ed.)*

JOYSTICK JUGGLERS

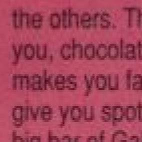
Easter, eh? Complete chocolate overload, that's what Easter's all about. No doubt, those greedy jugglers will completely pig out and then complain that they feel sick. So what are the jugglers going to be scoffing this Easter?



Andy Hutchinson Okay, Hutch. What kind of egg are you hoping for? "I want a really big one. I sent Linda out to Waitrose to get all the eggs in and I was so disappointed when she came back with loads of small and medium-sized ones. I wanted her to get some of those massive Milk Tray and Roses ones. Those little eggs just aren't enough for a man like me."



Linda Barker What do you think about Easter eggs, Linda? "Ugh, I'm so glad that Hutch was there to help me eat all the others. They were a bit much. Mind you, chocolate's really good for you. It makes you fall in love and it doesn't give you spots. I think I'll have a nice big bar of Galaxy for Easter. After all, why have cotton when you can have silk?"



Jon Pillar Jon doesn't actually like Easter eggs, or hot cross buns, so what's he going to stuff himself with this Easter weekend? "Well, Although I don't like chocolate, I am a bit of a traditionalist. Every year I organise an Easter egg hunt and hide loads of normal eggs. This year I'm going to hard boil them first, that should stop them smashing in the rockery."



Rich Pelley Rich gets far too many Easter eggs, luckily he's a firm believer in the theory of redistribution. "Girls seem to think that I'm really into chocolate, but I'm not. It must be my boyish good looks I don't mind the odd box of Thornton's fruit truffles but Easter eggs are too much for my firm but delicate stomach. I just give all my eggs away, but I have to be careful. I once got a bit confused and gave everybody back the egg they'd given me. I hurt for ages!"



Lesley Quigg Lesley's very small but, for her size, she can put away an impressive amount of chocolate. She managed three mini white eggs at the last count. "Och, I'm such a pig, I eat all my eggs in one go. This year I'm going to hide them in different places. Like Ben Nevis, my wardrobe and maybe one in Aberdeen somewhere. That should do the trick."



Stuart Campbell Stuart has a very well-defined diet. He eats sweeties, crisps and, erm, that's it. "Actually, I'm very partial to the odd Mars Bar now and then. I always go for the Mars egg and give the egg to my mum. Then I cut the Mars Bar into little bits and put in a roll with loads of butter and crisps. Mmm."



Craig Broadbent very little is known of Craig's predilictions, but we know how to get people to talk. "I don't like chocolate so I'm just going to eat tonnes and tonnes of hot cross buns. I don't like the funny tasting crosses though, I always take them off and stick them on the walls. Then I can count how many buns I've eaten. I'm a very logical person."

HIGH SCORES

90° – 100°	The equivalent of a bucketful of Mini Eggs and a few boxes of Kinder Eggs. You'll be hooked for life. The taste of paradise.
80° – 89°	The Buttons Egg of the gamesworld. An instant hit.
70° – 79°	A real Space Bunny, too much and you'll be sick.
60° – 69°	A thin-shelled egg that's good for a quick bite. But that's all.
50° – 59°	Melts in your hand, not in your mouth.
40° – 49°	This one doesn't even taste of chocolate.
30° – 39°	Give us a single Smartie anyday.
20° – 29°	Even chocolate liquers have got to be better than this.
10° – 19°	You'd spend money on this?
0° – 9°	Coffee cream. Ugh!

INDIANA JONES and the fate of Atlantis

He's beaut, he's battered and he's back! To celebrate the release of *Indiana Jones And The Fate Of Atlantis*, US Gold have given us a most considerable bundle of goodies.

For those of you who have been on the toilet for the last two months, Indy's latest adventure comes from the Lucasfilm stable in America. Strangely enough, this Indy adventure isn't going to be made into a film. But (but! But!) you can still escape from your bedroom into a world of leather hats and fantasy. How? By becoming the man himself of course.

We've got a boxful of Indy stuff to give away – there's hats, rugged rucksacks, a moneybelt and absolutely everything the real Indy would ever need. Who knows? We might even throw a few whips in as well. To get your complete kit simply answer the following question...

- **Who was Inigo Jones**

a) A nuclear physicist
b) An architect
c) A brain surgeon

Done that? Okay, write it on the back of an envelope or postcard and send it off to Inigo, Inigo Where Are You? Somewhere On The M52 Compo, YS Compos, 29 Monmouth street, Bath, Avon BA1 2DL. Make sure entries reach us by June the 15th, 1992. Good luck!



RULES

- US Gold and Future bods can dress up as whatever they like, but they're going to have to go down the fancy dress shop for their clobber.
- No multiple entries. Any entries that pop through the letterbox after the 15th of June 1992 will be ceremonially burnt on the summer solstice.
- Hutch has got the whip and his decision is absolutely crackingly final.

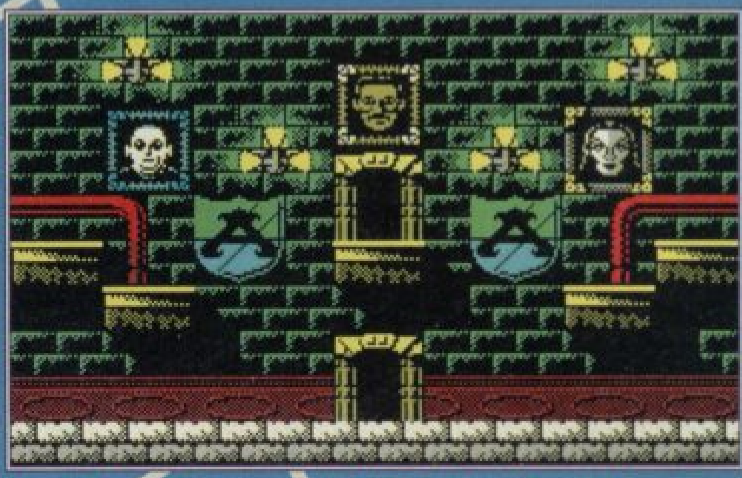
Down in Ocean's cellar, something is not quite right. We chucked Linda Barker down the stairs to check out that bunch of kooks 'n' spooks – *The Addams Family*...

It's 7.30 am and I've got to catch a train to Manchester in half an hour. And wouldn't you just know it? I'm having a bit of trouble with my Morticia impression! I've got the clothes, the hair, the white face and yet I still look more like Lily Munster. Pshaw! *(There's no blimmin' difference. Ed)* Of course there is. Morticia is dead sinister, like the weird one in Shakespeare's Sister, and Lily is just soo sweet, she couldn't scare a spider's web down from its corner.

At 7.45 am I cut two feet off my dress, wipe off the make-up and stick my hair in two plaits: I'll go as Wednesday. Hurrah!

Their house is a muse-um, where people come to see 'em...

They're dead weird these Addams peeps, which is why I got given this job. Those big men, they're just a bundle of nerves. But not me. Ho no, I stamp resolutely down hundreds of stairs, past all manner of nasty slimey things and straight into the little room where the game's being programmed. So now, I can tell you lot what it's all about. Good, eh?

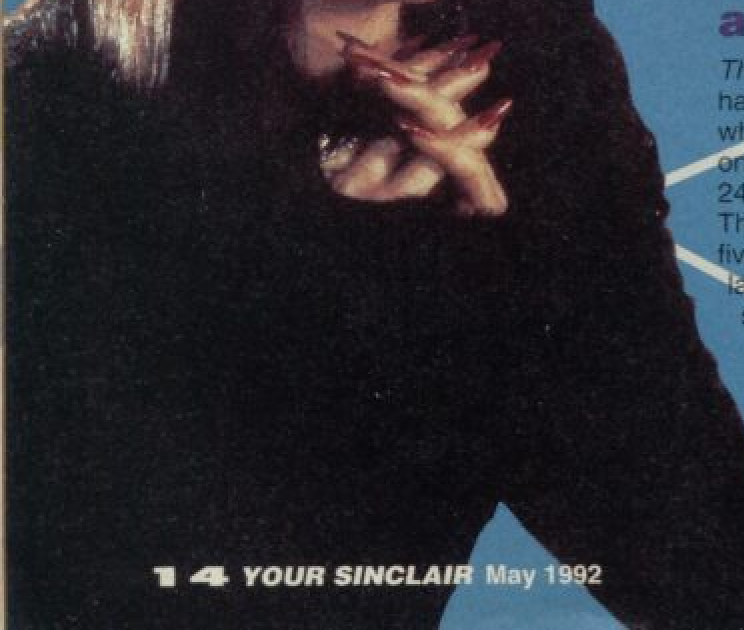


Here's a work in progress pic of the Addams Family's home. Cosy, isn't it? Just the sort of place you feel really comfy in.



First of all, if you haven't seen the film – don't worry. The programmers have taken the film's characters, the house, the grounds and, erm, completely ignored everything else. This is obviously a good thing, whilst the original plot made a pretty groovy film, it would have made an appalling game. In the game, you take on

The Adda[ms Family]



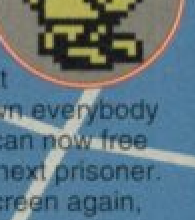
the part of Gomez and you've got to rescue the rest of the family (Morticia, Lurch, Thing, Granny, Pugsley and Wednesday) who've been locked up in various rooms in the house by Abigail and Tully (the bloke who's pretending to be Uncle Fester).

The game's absolutely enormous and there are reams of rooms, plenty of platforms, sticky swamps and ghastly graves for Gomez to explore. You also get to meet a whole bunch of incredibly odd nasties. Spook, eh?

They really are a scree-um!

The Addams Family doesn't have any levels as such, the whole area is just set out as one big flip-screen map with 240 screen to get through. The map can be divided into five parts – there's the labyrinth, the crypt, the swamp, the graveyard and the house. You start off in the graveyard but, before you can rescue the others, you've got to pick up the coloured keys that are lying around. As you get more keys, you expand the area that you can wander around in. The keys determine what order you rescue your household in, generally it'll be Lurch first and Morticia last.

As you can probably imagine, it's going to be ages before you learn how to master *The Addams Family*. It takes quite a while to learn where even a few rooms are, let alone all of them. Even when you do find one of your family or friends, it's still pretty tough.



Y'see, you've got to prove that you are in fact Gomez and not just some poor milkman who's pushed the door open. If you can stay on screen for 60 seconds and beat all the nasties, you'll have shown everybody that you're the real thing. You can now free your chum and move onto the next prisoner. If you fail you either start the screen again, or your loved one could move to a



The lights might be on, but it still looks pretty uninviting to me. You can tell it's a creepy house cos of the moon, the lightning and the fact that the tree has no leaves.

completely random location. Eek! It all depends which level you're playing on – easy, tough or impossible.



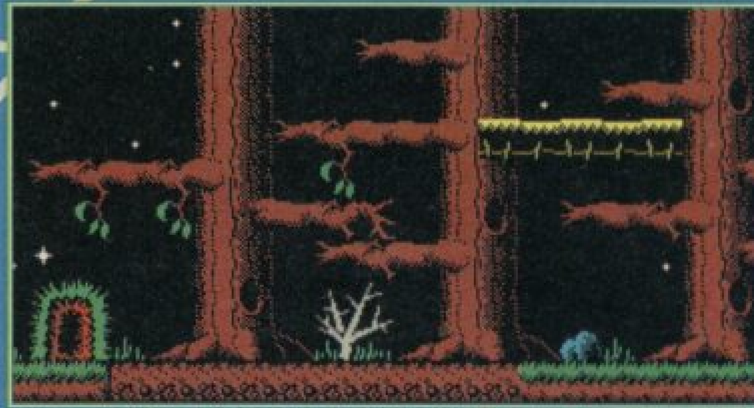
Nasties groove!

The Addams Family is positively infested with horrid bugs and creepy crawlies. There are 25 different sorts of nasties and quite a few of them are deadly. Bump into them and it's tea with the angels for you. Sometimes you, as Gomez, can saunter leisurely along but, at other times, you'll have to speed up a bit. Gomez has four different speeds and, correspondingly, he can jump four different lengths. The rooms of the house and the crypt are all dead spooky and colourful, they're also full of objects for you to utilise as platforms and bounce around on.

All this running, jumping and swimming comes in dead handy when you're trying to either escape from a couple of nasties or jump on a few of them. These baddies really do come in all shapes and sizes and, what makes them all the more terrifying, they all move in different ways. They are, in a word, difficult.

Time to take a deep breath, Spec-chums! What have we got, we've got the lot – there are ghosts that follow you, jumping pumpkins, rolling skulls, bouncing faces, a suit of armour that runs after you with a raised sword and the most excellent little Tasmanian Devil-type creature who whirls around 'til he reaches the end of the screen and has a quick panting break! Other nasty things include fireballs, snapping jaws, dangerous drips, skeletons, pirhanas and spikes. It's gonna be a tough game.

The Addams Family really does look absolutely stonking. It's completely massive, incredibly colourful and fun, fun, fun. We'll have the full review in a month or two. In the meantime, get into the Addams' groove and do what you wanna do, say what you wanna say, live how...



Eek, this is a bit spooky! Imagine what it'll be like when they put the baddies in? It's too much for a little, scaredy-cat like me!



Those of you who have seen the film will recognise this rather fabby graveyard. Kooksome!

BLIM!

Apparently Wednesday's child is full of woe. So, if Wednesday Addams ever has a child, it'll be dead miserable. Makes sense that.

ms Family

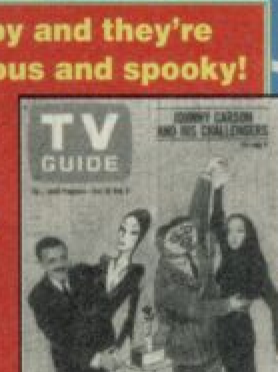
They're creepy and they're kooky, mysterious and spooky!

Just in case you've spent most of your life on the loo waiting for your mum to bring another roll of toilet paper, The Addams Family are dead famous. They're also incredibly old and, thus, a bit of a classic.

They were originally created by Charles Addams, a cartoonist for a swish New York paper. Then television picked up on them and gave Charles Addams' creations their own show. The Munsters, a copy-cat scary family, appeared shortly after. But the Addams Family were true originals and, thanks to repeats, generations have grown up pretending to be Cousin It by brushing their hair over their face and squeaking.

Over a quarter of a century later, some smart film bods in Armani suits decided that it'd be a jolly good idea to bring the Addams Family to the big screen. So, erm, they did. Basically.

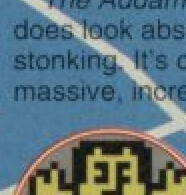
As soon as the kooky kinsfolk appeared on the silver screen it was inevitable that pretty soon they'd appear on home computers across the world.



"Say doll, do you come here often?" The Addamses take to the dance floor.

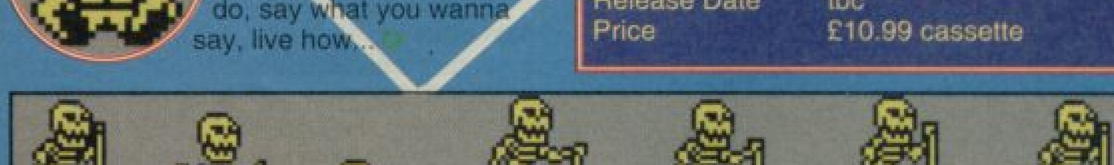


Ooh, this looks a bit like my kitchen! All those strange potions and cleavers really are my sort of thing. I'm not too keen on the slimey walls though.



FAX BOX

Game	The Addams Family
Publisher	Ocean
Programmer	Andrew Deakin
Release Date	tbc
Price	£10.99 cassette

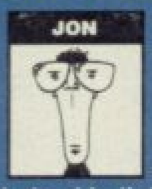


The programmers have sorted out most of the rooms, but they haven't finished the sprites. Just for you, here's a sneak preview of what the skeleton will look like, except he'll be white.

Q10 Tankbuster



Zeppelin
£3.99 cassette ☎ 091 385 7755



Let's not bother with the plot – this horizontally-scrolling shoot-'em-up could be sold just as effectively with a completely blank inlay. No, let's skip lightly over the workmanlike background story and move onto what you really want to know.

Okay. You're a pilot, and you've stumbled across an army that's invaded the country without even having the decency to tell anyone. Battening down the hatches, or whatever you do with planes, you set out to single-handedly repel the bad guys.

Q10 encapsulates the best and the worst of the shoot-'em-up genre. It's fast, extremely playable and has well-defined graphics. The grab factor is high, and there's plenty of action on the whizzily busy screen. The designers have planned their game well – the waves of planes appear at the same points every time, so you can get that extra bit further each time.

One particularly commendable feature is that instead of just lying around, power-ups are carried by massive mid-level baddies. This makes the game just that leetle more interesting, as it's hard to defeat the baddies without the very power-ups they're guarding. (Cackle! Cackle!)

On the down side though, there are a lot of things wrong with the game. As with most shoot-'em-ups, the action gets repetitive. There's an attempt to bring in new features with later levels – for example, the missile launchers of Level Three – but it's not enough to avoid the dreaded Apathy Attack. But the most damning fault is the scenery. Some bright spark obviously thought the levels looked a bit bare, and so popped in some rather nicely-drawn scrolling scenery. This serves to brilliantly camouflage the enemy bullets, with the result that you can be shot down without even noticing the danger. Aarghhh!

This is a real shame, as *Q10* could have been so much better. Fundamentally, it's a sound little game, and there are some good ideas in it. The trouble is, it's got no lasting appeal. You'll play it a lot the first time you load it up, but once you switch it off the tape will lie dusty and forgotten. ✪

Tankbusting Made Easy

- Steal the blueprints of the tank and hire a military expert to examine the design and exploit the flaws. Pass this information to a group of mathematicians, who will calculate the turret stress "hot spot" for you. Then buy a laser-guided missile and fire it at this exact point.
- Alternatively, give the tank to Hutch and count to six.

FINAL VERDICT

LIFE EXPECTANCY 20°	ADDICTIVENESS 70°
GRAPHICS 60°	INSTANT APPEAL 75°

DIAGNOSIS
Instant playability, zilch in the way of lasting appeal. One of those load it-play it-bin it games.

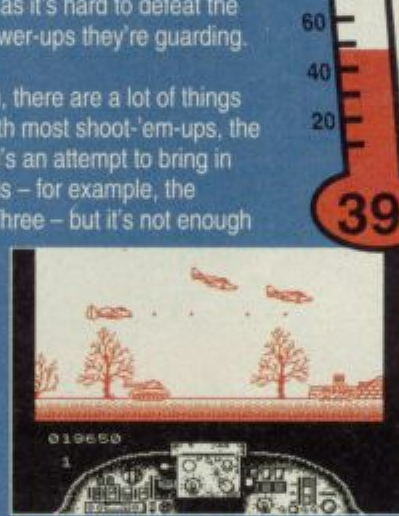
39°



"There, Junior. You see what happens when you chew gum?"



Bob gave the thumbs-up. At last, he had finished his GCSE project.



Ten starfish are hidden in this picture. Can you find them all?



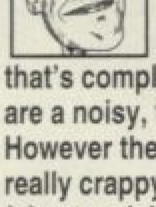
You'll never escape the giant GAME OVER sign. Ha ha! Ho ho!

Soccer Pinball

CodeMasters
£3.99 cassette ☎ 0926 814132

BLIM!

Mrs Eileen Chappel from Queensland, Australia one grew a cucumber weighing 30kg. It has since moved in with gardener and is suing Miss Chappel for punitive damages claiming she used Baby Bio without consent.



I absolutely adore pinball. There's something about sending that little silver ball into bouncy pads and down holes and up wire runways that's completely entrancing. Pinball tables are a noisy, throbby, hands on treat. However these days you only see them in really crappy cafes and at the odd fairground. I say, bring back pinball tables, because they're one of the few things I'm any good at.

Any road up. What we've got here is a pinball game with a sprinkling of soccer aspects. In other words you get to take throw-ins, avoid the defence and score goals by whacking the pinball up the table and into the nooks and crannies which litter the edges.

The game can be controlled with either joystick or keyboard, although I strongly recommend the latter. Once you've defined keys you can pull the funky plunger back and let the ball fly into the upper table zone. At this point it's worth remembering that you've got two sets of flippers, rather than the more usual bottom of the table bog standard two flippy friends, in order that you can try and score some points immediately by keeping the ball at the top of the table.

On me head

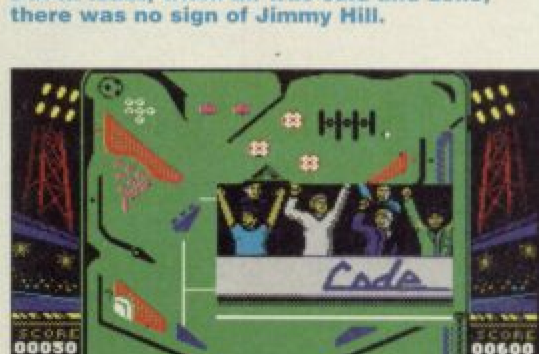
Each portion of the screen shows a different aspect of football. For instance, in the middle of the pitch are three defenders, plonked right in front of the goal. Knock these lovely chaps out of the way and you can have a shot at goal. Zip the ball between the posts and you'll be informed of your flipping prowess with a message at the bottom of the screen. However, there aren't any graphics of footballers snogging each other.

The graphics are relatively smooth and clearly defined, although the movements the ball makes are, on occasion, completely and utterly stupid. This can be most off-putting and often leads to the loss of a ball. When this happens a little graphic of a crying football manager appears and you can ready the plunger again.

Soccer Pinball's not brilliant. It looks like the Codies have slightly modified their *Advanced Pinball Simulator*, simply replacing the graphics of castles with graphics of goalposts. *Soccer Pinball*'s fun for five mins, but I wouldn't make a career out of playing it. ✪



But at least, when all was said and done, there was no sign of Jimmy Hill.



Suddenly, the game was interrupted by a crowd invasion. Five men rushed on in a box.

FINAL VERDICT

LIFE EXPECTANCY 60°	ADDICTIVENESS 62°
GRAPHICS 70°	INSTANT APPEAL 72°

DIAGNOSIS
Colourful but ultimately unsatisfying pinball-'em-up.

68°

Jetsons

Hi Tec £6.99
☎ 0742 587 555



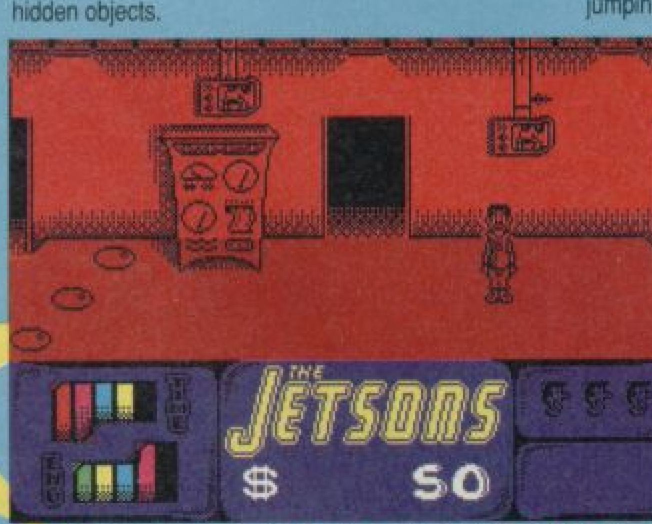
Saturday mornings are a bad time for me, I either get up ridiculously early to catch a train to some throbbing metropolis or I have a well-deserved lie-in. Which ever way I decide to spend my weekend, Saturday morning television is still a no-go area. So I can't really say that I've seen the Jetsons recently, cos I haven't and I never lie. Well, hardly ever.

The Jetsons are the perfect space age nuclear family. There's Mom, Pop, a pretty and no doubt clever daughter and a cheeky but charming little son. Oh, and a dog. The whole family are clean and neat with fashionable haircuts and very white, straight teeth. And that includes the dog.

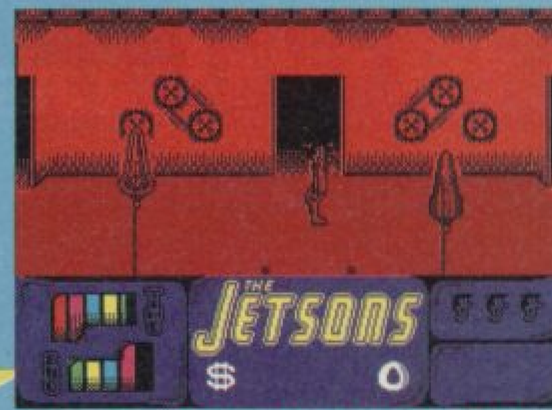
Apple pie in the sky hopes!

It seems like we've been waiting ages for *Jetsons* the computer game (and no, that's not a mistake – there's no 'the' in the title) and I, at least, really did have high hopes. I was so sure that Jetsons was going to be completely funsome that I grabbed it as soon as it came into the office and demanded to be allowed to review it. (I can be incredibly silly at times.) I pulled off the wrapping, ooh-ed and ahh-ed at the beaut poster and had a quick flick through the instruction book. And then I played the game. It was ten o' clock in the morning and the first disappointment of the day.

Jetsons is a collect-'em-up with four levels, each with two parts. You start off playing George Jetson and the idea is to pick up all four family members in your bubble spacecar and take them off to the beach. You also get to take on three other roles – Jane the mom, Judy the big sis and Elroy the annoying little tyke. Each character has to perform a certain task by collecting hidden objects.



Not all the rooms are red, but George likes red. He also likes the cooker/weather guage/razor/tin opener.



Clank, clank, clank went the sprocket. Dum, diddy, diddy went George as he tried desperately to clear his head.

Unconsiderable

To find the all-important objects you have to work your way through a series of rooms avoiding obstacles and jumping around on conveyor belts. The rooms have various exits, there are the more usual doors as well as spooky tube lifts that transport you to a completely different room. You'll come across something like this in the race sections too. This can actually be quite handy, but only if it means that you come across an object.

These objects are incredibly elusive and this is where the game falls down. Load up the game and at first it'll seem quite tough. So, as is the general rule, you persevere. Usually, this attitude bears fruit and you find yourself getting a bit better and a bit further each time, but not with *Jetsons*. Ho no, this is one of those incredibly annoying games that have a ridiculously difficult first level. This is a big mistake on the part of the programmers, the best games are those

STRYKER IN THE CRYPT OF TARGON

Code Masters/£3.99 cassette
☎ 0926 814 132

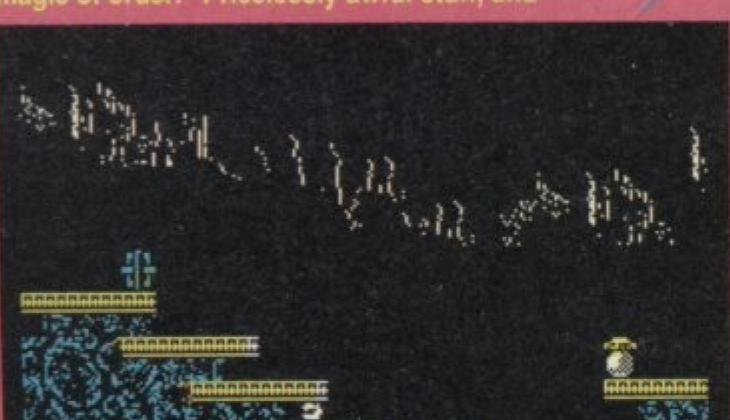


For the collector of bad game plots, *Stryker* is the equivalent of that Penny Black with the Queen's head printed upside down. True connoisseurs would kill for this game's blurb – all "vile monstrosities of blackness" and "warlocks armed with the secrets of bravery and the magic of order." Pricelessly awful stuff, and well worth a sneaky peek if you find yourself by the computer shelves in WH Smith's.

Anyway. Dispensing with the embellishments, *Stryker* is the story of a wiz and his stick, a magic pointer that he uses to thwack the bad guys out of his way. Called on to vanquish yet another ultimate embodiment of evil, ol' Beardy has to make his way through loads of flip-screen levels, zapping minions and guardians until he reaches the Nasty One himself. In the meantime Stryker can collect weapons and energy icons, being careful to avoid the tricky power-downs that are liberally scattered around. You've got plenty to do – the levels contain ladders to swarm up, caverns to explore, traps to avoid and chasms to fall into. The action is picked out in small but colourful graphics, and the screen is always pleasingly busy. Probably the most impressive feature of the game is the 128k sound – as well as a wibbly music track, there are loads of clanky and fizzy FX.

BLIM!

The world's greatest magician was undoubtedly Donald Wembley. In 1889 he made Delia Phoons of Chippenham completely disappear, using only six ounces of mystic powder and a false passport.



It was rapidly turning into a bad day for the Basil Loon Bagpipe Trio. Not only had Quimp cancelled the gig, but they were also being attacked by the undead. To cap it all, Al fell down a hole.

Basted!

The sharper among you will have realised that I'm trying to put off talking about the gameplay. Sadly, short of waffling on about the loading screen there seems little alternative, and as you've probably guessed, the gameplay is not that hot.. In fact, it's about as cold and stodgy as a half-baked Yorkshire pudding that's been left in a quarry for three weeks, before being basted in



Beneath the Cavern of the Lozenge, William attempted – with some degree of success – to hypnotise a passing dead person.



But a clear head is no deterrant against a sprocket. It reached out and gave George a great big kiss. George was helpless.

that have deceptively easy first levels. You start off thinking it's dead easy and you'll easily finish it in one sitting. Before you know it, it's two o'clock in the morning. You're pulled gently into the game and it gets more addictive as it gets harder. Those are the games that you play over and over again, convinced that you're going to finish that darn level this time.

Jetsons has only one thing wrong with it, it's impossible to play. Unfortunately, this makes the nice graphics, easy controls and what sounds like an interesting game completely worthless.

FINAL VERDICT – 50°

LIFE EXPECTANCY 50° · ADDICTIVENESS 50° · GRAPHICS 75° · INSTANT APPEAL 80°

DIAGNOSIS: Disappointing cartoon collect-'em-up/racer severely lacking in the playability department.



Things Father Christmas Does During Summer, Number Sixty-Seven: He poses as a poorly-drawn man with no nose.

uncooked fat and locked in the fridge. The blame can be laid squarely on the control system. To jump and obstacle, you sort of jerk into the air, and have to wibble Robe Man around in mid-air. If you hit a baddy you get knocked backwards - and the iffy collision deterction means you will get knocked backwards rather a lot. Aarghh! What's the point of writing a huge, playable game and then bunging in a feature that cripples the pacing beyond repair? The kindest thing to say is, if you're a patient fan of *Switchblade*-ish games, you may like *Stryker*. Then again, I am and I didn't.

FINAL VERDICT – 52°

LIFE EXPECTANCY 60° · ADDICTIVENESS 54° · GRAPHICS 66° · INSTANT APPEAL 69°

DIAGNOSIS: A decent game, spoiled by a preposterous fault. Perserverance may pay off, but don't bet on it.

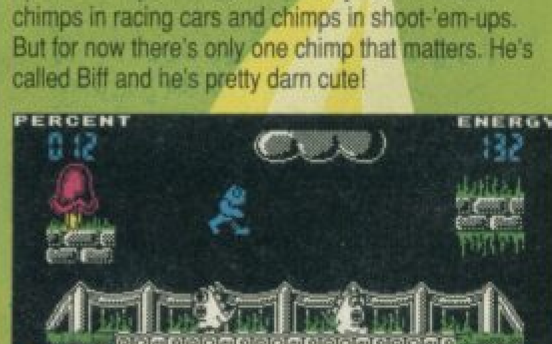
BIFF

Beyond Belief/£3.99 cassette
☎ 0933 57998


LINDA

It must be difficult coming up with fabby new ideas for games, and even more difficult trying to create a new character that the gamesplaying public will take to their hearts and embrace with great fervour. We've already got eggs, moles, mice dragons and slugs – which only goes to show how under-represented fish and bison are. Beyond Belief, however, have completely ignored this sorry state of affairs and chosen a chimp as their new flag bearer.

Okay, so there aren't many games that have chimps wandering around but that's only cos nobody's picked up the PG Tips licence. When they do, we'll have chimps in racing cars and chimps in shoot-'em-ups. But for now there's only one chimp that matters. He's called Biff and he's pretty darn cute!



The amazing Biff sauntered high above the heads of the gruesome wobbleshanks. Amazed, all they could do was grimace.

Chocs on trees

Biff's cuteness has no effect on his mother. Despite the fact that he blinks very sweetly, she has still chucked him out of the tree house. Chimps are not known for their neat ways, as you'll know if you've ever watched them having a tea party, and Biff is no exception. He left his room in such a mess that his mum just flipped. So Biff is wandering around the jungle, trying to think of how he can get back into his mum's good books. And then... Eureka! Of course, he'll give her some chocs and chop some firewood. Hurrah!

The only trouble is, there's no convenient corner shop in the jungle. So where d'you get your Milk Tray from? Well, they grow on trees. You have to find the chocolate seeds, plant them and pick up the box of chocs. Smart, eh?

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!
SWEENEY TODD'S PLUMBING SQUAD
071 272 8708



Poor old Biff, all he did was leave his Scalextric out and his mean metal muvver kicked him out of the house.

Biff, as you've probably already gathered, is quite similar to a certain series of games that chronicle the adventures of everybody's favourite egg. Like the *Dizzy* games, *Biff* has you trotting around a multi-scrolling screen avoiding various nasties and picking up all manner of strange objects. Before too long it becomes obvious what you need the Access card and the old boot for, but at first it can be a tad confusing. As you collect and use more objects, the larger the area you're allowed to walk around in. There are so many odd things lying around that it's difficult to know what to pick up first. Luckily, there are on-screen hints and, here's a hint, you should always pick up the flashing object.

Biff is not the most original of games to drop through the Shed letterbox but it is jolly good fun. As long as you have the patience to blunder through the first couple of screens a few times to work things out, you should have a few rewarding hours ahead of you. The graphics are clear and bright, the controls are smooth and the game itself is interesting enough to keep you playing. The only problem with our copy was that when Biff jumped from the top of a tree, he ended up on the opposite end of the screen than expected. Hopefully, this bug (which isn't actually that bad, or annoying, as bugs go) won't scuttle across your copy. Buy *Biff* anyway, it's alright!



Avoid the birds, cut into the wire and you'll find whole new vistas of experience. Well, another room anyway.

FINAL VERDICT – 80°

LIFE EXPECTANCY 78° · ADDICTIVENESS 78° · GRAPHICS 79° · INSTANT APPEAL 82°

DIAGNOSIS: Cute, Dizzy-style collect-'em-up puzzler.



The Neverending Story 2

Linel
£10.99 cass
£15.99 disk
☎ 0462 851007



Have you ever thought at all deeply about the titles of sequels? There are some that are really quite nonsensical. The epoch of absurdity has to be *The NeverEnding Story 2*. How can something that never ends have a sequel? They should have called it *A Bit More Of The NeverEnding Story*. Or *Never Again*, or something.

Before we get down to the game itself I'm obliged to fill you in on the background story. Alas, we haven't got room for the appropriate richly embroidered prose, so here's the cut-down version. There's this book, see, and it's a direct link to the worlds of imagination. A dude named Bastian Balthazar Bux found the book and crossed over to the Nth Dimension, had loads of neat adventures and in the process saved the dream world from the deadly Nothing. But now the Nothing has struck again, so Bastian has to go back and settle its danged hash once and for all.

Phew. Right – the game. I have to admit that I don't have any instructions, which makes things substantially trickier. But in the interests of fair play, I'll just grit my teeth and plunge on ahead. As far as I can make out from the first level, the game is a horizontally-scrolling platform affair, with a touch of the ol' mazey bits thrown in.

You start in Silver City, with baddies erupting out of the floors around you. You can run, climb staircases, and if the baddies are facing away from you, jump past them. Additionally, if they're at the end of a platform then Bastian can bung them off into the sea. Hurrah! The idea is to find a rope that will enable you to climb up to Level Two, and to do this you have to explore the platforms, occasionally ducking through doors to get "behind" the scenery. The other levels (I think there are seven altogether) follow much the same pattern, with some 3D chase scenes and vertically-scrolling tower-climbing thrown in.

So, what have we got? Well, the graphics are nice, and stand out well despite the detailed backgrounds. There's a fair bit of tension as you sprint along, never sure if a nasty is going to pop out of the ground in front of you, but the trouble is, the game doesn't really grab your attention. There's really nothing to get the old gameplayer's juices flowing and, to put it bluntly, it's dull as heck. Even with the extra features and viewpoints of the later levels, we've seen it all before. If you're into the whole *NES* phenomena you could conceivably have a jolly time, but for those of us after a thundering good game I'm afraid that it's time to look elsewhere. ✪

BLIM!

The NeverEnding Story is a famous German fantasy novel, and an entertaining one at that. It's only spoiled when you get to the last page and realise they were lying all along.



Whenever he found himself in a tight spot, Natty would perform a quick Gay Gordon to cunningly confuse his assailants.

FINAL VERDICT

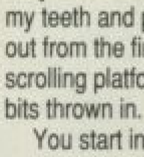
LIFE EXPECTANCY 50° | ADDICTIVENESS 65°
GRAPHICS 60° | INSTANT APPEAL 50°

DIAGNOSIS
It ties in well with the film. And it looks quite nice. But it doesn't actually do much, does it?

80 60 40 20
40°

American 3D Pool

Zeppelin
£3.99 cassette ☎ 091 385 775



Fish out your chalk and dim the lights – it's time for another rousing session of cueing, racking and caroming.

Affectionately known as *US3D*, this is a pool game that also includes options to play billiards and to set up trick shots. It's for one or two players and it jumps out of the screen at you in glorious three dimensions. Sounds familiar? That's right. But let's skip diplomatically over the similarities with Kixx's *3D Pool*. (Cough.)

Just for a change, we'll start with the bad news. The graphics are awful. The shaded monochrome of Kixx's game left everything (fairly) clear. In *US3D*, the attempt at full-colour 3D has just resulted in a frightful mess. Admittedly the display is extremely fast, but if there are more than three balls on the table then it collapses into a mass of clashes. Fortunately, this doesn't affect the gameplay; you plan your shots using a simple overhead view of the table.

So why, you may ask, is the 3D option included at all? Who knows what lurks in the minds of programmers? It looks like a 2D program that had a 3D option clipped on at the last minute. Tsk.

And on the plus side...

Right, that's the grumpy bit over with. As a game, *US3D* is incredibly good. You can play against the Speccy or a pal, or up to eight of either with the tournament option. Control is by the wibble-a-cursor-around-the-screen-then-add-a-bit-of-spin method, and it works very well. As a bonus, the Speccy plays differently for each of its eight personae – so you don't have to worry about finding yourself being constantly beaten by an electronic pool shark. The game is tremendous fun – I found myself playing continuously for a whole afternoon, just trying to beat all the Speccy players. Did I win? Need you ask?

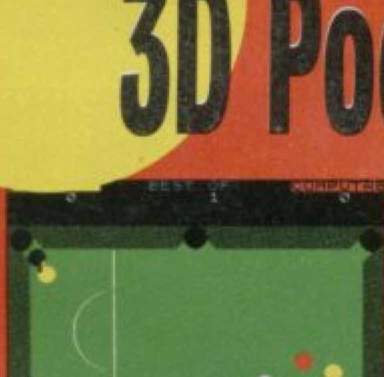
If you cast your eyes back to the top of the page, you'll notice that I mentioned the options for playing billiards and trick shots. The latter has nine set-ups in memory, and you'll have your work cut out to solve the third. As for billiards... well, I have to admit that I was so taken with the pool bit, I didn't really play billiards at all. A quick conscience-calming bash showed it was as decent as the pool game, but I'm afraid billiards isn't my glass of bubbly water. On the strength of the pool part alone, I'd urge you to wander out and buy *US3D*. It is just *so* playable. And then some. ✪



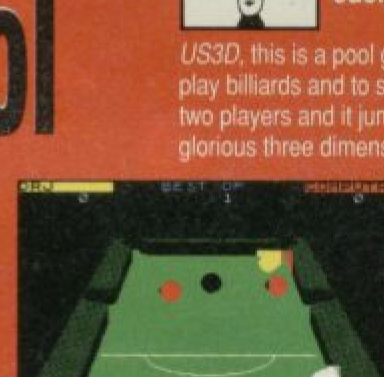
Right men. Carruthers will advance disguised as a blancmange, while we go home for a nice cup of tea,



Not only is the yellow obscured by the red, but our cue ball has been replaced by a wedge of discoloured Edam. Bah!



It's Bobbingly to Sneep! Sneep to Phroot! Phroot to Colin! Colin shoots! And he's missed by a mile.



Baffling Psychological Test, number fourteen. Is this a game of pool or a previously unknown adventure of the Mr Men?

FINAL VERDICT

LIFE EXPECTANCY 80° | ADDICTIVENESS 90°
GRAPHICS 20° | INSTANT APPEAL 30°

DIAGNOSIS
Fast, fun and funky. Ignore the presentation – it's considerable!

80 60 40 20
79°

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW
Star Letter winners recieve three free games! All letters win a YS badge!

How's it going, Spec-chums? This month find out how a 'ventilator-thingy' works and meet Soya's new chums! Elsewhere, there's a psychotic Speccy-owner threatening to kill for an Amiga and an incredibly bad poet. Read on!

BACK ISSUE BLUES

Hello there! Right, I have a story to tell; a story of hope, anticipation and an anti-climax. I was looking through my cool YS collection and in the Feb '90 edition, the Back Issues page caught my eye. I don't know how it caught it as I hadn't thrown it, but then this world is full of strange goings on. Anyway I thought to myself, I'd love to get a few back issues to lengthen and strengthen my collection (does that rhyme or is it just me?) and so I turned to the Back Issues page of the latest issue – 75. One for £2.40, or six issues for a tenner! What a barg! I couldn't refuse! I immediately sent off a letter to the YS back issue bods in Somerton, Somerset, asking then exactly which issues before 49 they still had available, cos in ish 75 it said you still had limited supplies of issues 2 and above.

According to the letter I got back, they're unable, and I quote, "to supply any issues before number 49 of YS as they are so old". I don't call six years 'old'! Although it is for a magazine, I s'pose. It says in your very mag that they supply limited copies of issues 2-61!! I was devastated! My life hardly seemed worth living anymore! I mean, am I never to see an issue of YS dated before Jan 1990? (Apart from in your 'Rock Around the Clock' section). Please set my mind at rest.

Finally *(Phew! Ed)*, I'm not going to make too much of a fuss, especially as you did have a massive 92 page Xmas ish, unlike the others, and for all I know you might be planning to expand the mag anyway. But a few more pages wouldn't go astray, would they? When Matt Bielby was the YS Ed, he used to have 108 pages on most of his issues! I don't expect that much, as the Speccy scene has somewhat diminished since then, but how about a few more pages eh?

Marc Richards
Cornwall

Thanks for your letter Marc, now to your problems. Unfortunately, you picked the wrong time to write off for back issues. You see, for some unknown reason we've flogged the vast majority of them. Unfortunately, it was too late to remove the bit of the magazine about issues 2-61 as we work about two months ahead of ourselves. However, peruse Input Output and you might find someone willing to flog you a few copies.

As for your queries about the number of pages in the issue. As I mentioned last month, the number of pages in an issue is linked to the number of adverts. The more adverts there are, the more pages we can afford to include in an issue, it's as simple as that. You see, nobody's making games for the Speccy anymore and so we can't produce such large issues. It's not a question of us simply not writing as much, we'd love to knock out stonking great issues, but our hands are tied. However, do keep reading as we've cooked up some superb freebies for you lot over the coming months that'll have you dancing in the aisles. We're just so good to you, I don't know how we manage it sometimes. **Ed.**

POST TRAUMATIC STRESS

I praise and applaud your attempts to 'Save Our Speccy'. I'm 20 years old and have been through a whole cycle of of computers: ZX81 to BBC to Amiga, and what have I got now? You guessed it, a Speccy. I woke up one Amiga-owning morning and realised that all the fun had gone out of computing and replaced by 'whose got the highest specifications'. No silly BASIC programs, no making cup of tea while a game loads, no poking and £30 a game! Well, I'd had enough.

You can keep your smooth graphics and amazing sound and shove your disk drive up your floppies. Wake up software land! Speccies are here to stay! They even have a control on piracy cos the games are so cheap you may as well just buy them.

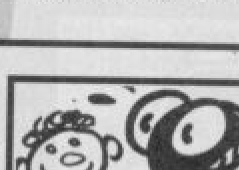
Q. How many Amiga owners does it take to change a light bulb?
A. All of them – one to go and buy a bulb and the rest to copy it.

Mike Flaherty
Coventry

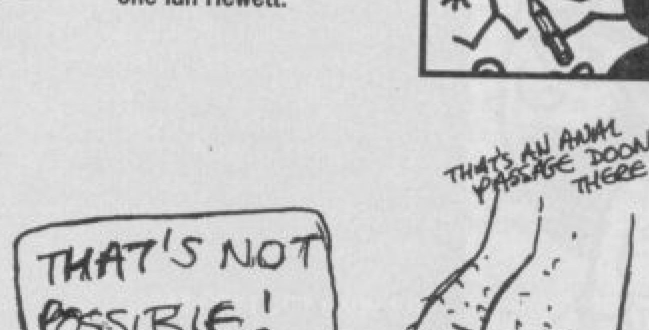
I agree with you whole-heartedly Mike. Ever since the home computer was wrested from the hands of 'hobbyists', the computer industry has been a sad place. With the advent of huge companies such as Sega and Nintendo we're likely to see the death of any value for money. Within a few years these two companies will control the vast majority of the software industry and will be able to charge as much as they want for their games. Only then will a few million Speccy owners cry "Told you so!" **Ed.**

DOODLEBUGS

This month's tummy-ticklers are *Impossibowel* from the ever-entertaining Upton Jazz and *The Spec Deity* which is the work of one Ian Hewett.









Q. What's got more legs, a centipede or a millipede?
A. A millipede.

Q. Choose one of these numbers: 1 or 2
A. Ha ha, no it was 2!

As a special treat, this one's for Andy Ounsted from out of The Clash.
Q. Do you want to make tea for the BBC? Do you want to be, do you really want to be a carp?
A. I wanna be a bream.
(The only job they offer you is to keep you off the Spock. Andy O)
Upton Jazz, Cambridge

Q. What do you call an Irishman with nine 'O' Levels, four 'A' Levels and a degree in Information technology?
A. A liar (Actually, I AM an Irishman with nine 'O' Levels four 'A' Levels and a degree in I.T. Nearly.)

Q. How many folk singers does it take to change a light bulb?
A. Three – one to change it and two to sing about how good the old one was.
Sandy McAteer, Co Antrim

MYSTIC SPEC-CHUM

I was speaking with my Speccy the other day using my mystic powers and it said it was depressed cos all the other computers were taking the mickey. I had to sit down and comfort him cos he was so upset.

I am writing to you on my Speccy's behalf to say Spectrums are the best, and I've been looking into my crystal ball and it said that Speccies will be saved by the S.O.S. campaign and they will all live happily ever after because Spectrums really do have a heart.

Mystic James
Coventry

Thanks for your support, James. However, I've been hearing a different story from the software houses. We've annoyed them, but they don't appear to be greatly affected by our campaign, merely stating the time-honoured phrase that the Speccy is dead. We'll keep on trying, but it looks like big business is ringing out the last hours of our beloved Speccy. **Ed.**

GOOD AS HIS BOND

Here are your mission orders. Take the microfilm concealed in this letter to the postbox round the corner. Whisper into the letter slot "When the duck flies, Mickey Mouse will be Nathaniel". They should reply "meep meep". If they do, say "Neeeeaah, what's up doc?" and sing the Warner Bros theme tune backwards under your breath. You will be given the documents. Walk to the Bodfiorque embassy on your hands, so as to avoid any unnecessary attention.

Give the documents to the little blue man wearing a hat which says "Give the documents to me". Now go home, stand in front of a mirror at midnight and chant the Lord's prayer backwards three times with a snotty handkerchief coming out of each ear. Then devote the rest of your life to Satan, sacrifice a couple of lambs and sheep and then you can go home knowing that it was a job well done. Good work 00-Andy.

The secret man who runs MI-12 isn't under any circumstances called Joj Harttrup, unless these particular circumstances arise. Yup, hmmm. Remember 00-Andy, the world's fate rests in your hands.

MI-12 HQ
Surrey

But Z said that I'd get at least six months holiday after the bungled Bermuda job. It wasn't my fault readers; this stupid woman I was meant to follow lured me into a trap by telling me how attractive I was and how she lurved my accent. No man could have resisted her very obvious charms. It was rather unpleasant then, to wake up and discover that she'd run off with my early Dinky toy collection and a very rare Nuttal's Minto clock. The firm put me into retirement after that incident, and now this, I don't think I can bear it. **Ed.**

SPRECHEN SIE DEUTSCH?

I wish to complain about the Editor of Your Sinclair. Bring back Kevin Cox! Not content with liking EMF (crap), he now likes Primal Scream. As far as I'm concerned Bobby Gillespie was better off hitting drums for the best band ever who have released four very fab albums and have a fifth coming up. The first, and noisiest, of these is, of course, Psychocandy. Having read YS number 75 I realise that the Deputy Editor might appreciate my German version of the Jesus And Mary Chain's The Living End...

Ich geht vorwarts auf mein Motorrad
Ich fuhle so schnell in mein Lederstiefel,
Mein Modus ist schwarz wann mein Jackett ist auf.
Und Ich bin in liebe mit ich selbst
Es gibt nicht aber mir

Long live Jim and William Reid, Coca Cola, John Peel... and The Fall.

Richard Silver
Reading

Well, everybody's got to have their say I suppose, so now I'm going to have mine. Bobby Gillespie has made the best album in the world, and I don't mean Psychocandy.

Linda was much enamoured of your translation, can't think why. What I'm really having trouble understanding is the reason behind putting lyrics into German. Haven't you got anything better to do? **Ed**

TRAINSPOTTERS



WHAT'S IN A YEAR?

In issue 74, at the top of the contents page you wrote, "Another year, another 365 days". But this year is a Leap year, so there will be 366 days, not 365! I hereby claim a Trainspotter Award!

Simon East
Hampshire

Aargh. Sorry, can't argue with that one. Well, I probably could but I'm not going to bother. It seems so much easier to give you a Trainspotter. Expect one in the post. **Ed.**

JUST SMASHING

I demand a Trainspotter because in the *Smash TV* review in ish 71, you missed out the YS Megagame symbol! Explain that.

Chris Thompson
North Yorkshire

Come, come Chris! You're going to have to do better than that. What happened was that the end-of-level baddie sneaked out of this extremely stonking game and shot our Megagame logo. Therefore it was due to circumstances beyond our control. You could at least show some sympathy – it was a very upsetting and very frightening experience. **Ed.**

SPY WHO SPOTTED ME

In Input Output, one of the adverts says "ring after 6pm and ask for Ben". I'd love to if I knew the phone number. Get out of that!

Marc Horton
Mid Glamorgan

Unfortunately, you've spotted one of our special spy-notes. These aren't meant to be visible to the human eye and are top security articles. You've gone against all the rules and regulations, they'll be after you now. If I was you, I'd go into hiding. Soon. Due to this state of affairs, I can't possibly comment, or offer you a Trainspotter. It's your own daft fault for being greedy. **Ed.**

OLLI AND WHO?

You printed that *Olli And Lissa 2* had never been released on the Speccy. Untrue!! I myself have the game in question and it is very good. It was released as *Olli and Lissa 2 Halloween*. Since I have been so clever by spotting this big mistake I think I deserve a Trainspotter.

Rebecca Marsh
Lincolnshire

Aargh. Not another one. I've asked both Jon Pillar and Stuart Campbell about this one and they're willing to concede the point. If you've got the game then it must exist. The envelope please Linda. **Ed.**

BOGUS DUDE!

In issue 75, you made two mistakes. The first was in The World. In your film section (Bill & Ted's Bogus Journey) you put "Wild Stalyns" when it is in fact "Wilds Talyns". You can't catch me out cos I've seen it.

J W Torode
Hull

Oh dear, how sad. Sorry Mr (Mrs? Miss? Mizz? Master?) Torode. You're utterly wrong. Bill and Ted's band is called Wild Stalyns which is a funky way of spelling Wild Stallions. What on earth are Wild Tallons? I suggest you rent the film when it comes out on video. **Ed.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



BYE BYE SPEC-CHUM

What a wally that guy Dennis Symeon is! (Last month's Star Letter). He bought a brand new Amiga, he's got a handful of top of the range games, and he now bemoans the fact that it's all a bit expensive! Didn't he notice the price of games BEFORE he bought the computer? And anyway, how many blimmin' games does he want to buy? If he can afford a game for £30, surely he can buy one a month or something. Also, why buy brand new games? If you look in local papers and at boot fairs you can pick up older games for any computer at much cheaper prices, and there's always mail-order discount companies too. I don't see that Dennis has got anything to moan about. I've had my Speccy since they first appeared, and much as I love it, I would upgrade if I could afford it. I buy all my software at car-boot sales and the like because I've got a family to support and I can't afford £10 and upwards for new games, but SO WHAT! I've got some great games, and I can wait for *Lemmings*, *Simpsons* and the like 'til I see them cheap. Games don't go off as they get older like fruit or something. Sorry if this letter is a bit messy but it really annoyed when I read about poor Dennis and his Amiga. What a wally!

Bill Burton
Kent

I think you're missing the point though Bill. You see, personally I've owned practically every computer since the humble ZX-81. I've been through a Vic-20, an MZ-80K, a Commodore 64, a BBC Model B, an Atari ST and an Amiga.

However, none of these computers have the kind of following the Speccy commands. Owning a Spectrum goes beyond computing, it's more like a way of life and it will be for many years to come, irrelevant of which glorious machine's currently getting heavily featured on GamesMaster or the computer page of the Guardian. **Ed.**

IT'S A THOUGHT

I would like to write about the change in style of Your Sinclair, so I will – it's good. Such phrases as 'woebetide my cheeky worm, for he chromes carpet dust with gay ribbons of cheese' have certainly been appreciated. The cryptic captions under the pictures and all the 'BLIM!' facts add, in my opinion, to the readability of the magazine. Well, I just thought I'd tell you.

Ich habe ein Bahnhof in meine Unterhose.

Greg Unwin
Amersham, Buckinghamshire

Well, thanks for your support Greg. I'm glad somebody reads all the small print, it really is rather good. Even if I say so myself, which I do.

I'm sorry to hear about the trouble you've been having with your underpants. It must get really cramped when more than one train wants to unload. **Ed.**

A DEATH IN THE FAMILY

Unfortunately my Speccy has been murdered. It was all quick and painless but it still means that I don't have a Speccy anymore. The name of the killer was Rotronics Wafadrive. I got hold of this contraption and plugged it into my poor innocent Speccy +2. When it was tightly plugged in, I turned on the power. My poor Speccy printed flashing squares all over the screen. I quickly switched off the power and unplugged the dual 128K wafadrive.

My Speccy has taken a one-way trip to Speccy heaven, so I'm now an ex-Spec-chum. Having bought YS since issue 39, which I found seven mistakes in, there are a few things I'd like to know about YS.

1. Who was the original editor of YS?
2. Did Linda really admit to fancying one of the Bay City Rollers? (Ha! Ha!)
3. Why don't you do those photo-love stories anymore?

Adam Thompson
Maidenhead, Berkshire

1. Kevin Cox was the first editor of Your Sinclair when it belonged to Dennis. He is now a publishing director at Future Publishing and is responsible for such rad mags as Classic CD, Needlecraft and Cycling Plus. What a coincidence, eh? What's more, the last editor of YS, Andy Ide, is now editor of Cycling Plus. Cor!
2. Yes, the really ugly one. Ha! Ha!
3. Cos they're crap. **Ed.**

A PROPOSAL

I've got a proposition, how about an annual YS Awards ceremony? Instead of Oscars you could give Clives. Here's some examples...

- The David Darling Award for the most crucial game
- The Arnie Award for the hardest game
- The Sir Uncle Clive Sinclair Award for the most intelligent game
- The Alan Sugar Award for the most evil game.

Here's a Codies chart. It's the top ten Darlings...

1. David
2. Richard
3. Abigail
4. William
5. John
6. Lizzie
7. Adolf
8. Blenheim
9. Mikhail
10. TREV (in capital letters)
11. 1-6 are true
12. 7-10 aren't
13. There should only be 10
14. Actually

Yours on the edge of insanity

Ian Hewett
Swansea

Here's my top ten Davids...

1. David by Michaelangelo
2. David Bowie
3. David Darling
4. King David (who fought Goliath)
5. Davey Jones
6. David Bailey
7. David Hockney
8. David Watts
9. David Jason
10. David 'Kid' Jensen. **Ed.**

EVERYBODY KNOWS THAT!

Did you know that YS is the greatest ever Speccy mag? And EMF are the greatest pop group? You certainly have great taste. Well, I just wanted to ask if you think it's worthwhile for me to buy a 100cc motorbike or the new EMF album?

Secondly, do you think I should buy a Nintendo or buy Linda off of you. I would be grateful for your help in these matters as it could be the difference between good rocking and death.

The Stubbington Soldier
Fareham, Hampshire

I don't think I'm going to buy the new EMF album, I've been spending all my money recently on Primal Scream extended dance re-mixes. But why don't you buy it and tell me what it's like? Secondly, a Nintendo is probably far more useful than Linda, and you'll get loads more sense out of it. **Ed.**

DOING THE ROUNDS

Isn't YS so wicked? I buy it every month and read it from cover to cover. And I bet you ten quid I'm the only one in Europe that buys YS cos everybody piles round my house and reads it.

How about a couple of games for being so nice and letting everyone read this ace mag? *Lemmings* would be nice or even *Robocop 2*, pleasssse. Does Linda really wear Doc Martins they are so er... so brill!

EMF are a bit crap aren't they me thinks. Queen are a lot better, shame about Freddie Mercury isn't it?

Mike "The alone reader" English
Lougborough, Leicestershire

It's not actually true about Linda and DMs, well not exactly true. Y'see, she wears monkee boots which are made by the DM company but they aren't really big or anything.

Going back to your letter, I really don't think you should be so generous with your copies of YS. Keep it to yourself and let everybody else go and buy it. **Ed.**

WIBBLE

Hello, mouth wash, my name is Dave Hebblethwaite, but you can call me "Krakpott". I think a little consideration is in order for a new Ed. Why? What is wrong with Andy "Vax" Hutchinson, I hear you ask? Read this...

SMALL PRINT



My thermo-nuclear warhead's bigger than yours. So there!
Neil "Delusions Of Grandeur' Lofts, Kent
Cast off your warhead! All you need is love. Man. **Ed.**

Man with bath of tripe finds wonder in itchy triangles.
Upton "Spoony" Jazz, Cambridge
Woman with dragoon of Ribena knows the scores on the doors. **Ed.**

Helmut the Aged man is being licked by my dog.
Graeme Cowie, Aberdeen-Very-Near-Bath
Maureen the mammoth moose is butting my back. **Ed.**

Juicy red apples are nice... but, not all apples are red.
Ian Crunkhorn, Boston, Lincolnshire
You're right there. I had a green apple for my dinner and it was incredibly juicy and nice. **Ed.**

● The vapourisation of Dr. Berkmann.
● The carting off of Jonathan Davies.
● The rushing off of James Leach.
● The shooting of Adam Waring.
What caused these unfortunate incidents? No, it wasn't Andy "Freeze dried" Ounsteads smelly socks, could it be our (BLEUGH!) beloved Ed??

I am sending you some toilet paper and a sweet wrapper to keep your pre-dinosaur head occupied, just tell Maryanne I don't think she's a slime monster from hell (see small print, (ish 74). She's a Korean Tin opener. *(Really? My mum said I'd grow up to be a proper little madame. Maryanne)* Just one final piece of advice, treacle sponge, get a job on Needlecraft. It'll keep you in stitches.

Dave "Krakpott" Hebblethwaite
Huddersfield, West Yorkshire

Oh no, another enemy. What have I ever done to you, eh? I mean this job really isn't what it's cracked up to be. Okay, so I get to eat loads of Easter eggs and play games all day, but I also have to put up with tonnes of abuse. Still, I suppose I could have chosen not to print this letter. Y'see, I've got power. **Ed.**

SPIN

I've thought of some names for the next Dizzy games. So here they are, I hope you like 'em...
Dizzy 6: Jungle Dizzy
Dizzy 7: Dizzy at the Arctic
Dizzy 8: Space Dizzy
Dizzy 9: Dizzy Nuclear Land
Dizzy 10: Dizzy and his Robo-egg
Dizzy 11: Dizzy, ruler of Yolkfolk
Dizzy 12: Your Sinclair Dizzy
Dizzy 13: Dizzy meets Linda
Dizzy 14: Dizzy in heaven, from shock of the Lindera
Dizzy 15: Um, that'll do, anyway the Oliver Twins will be dead then too!

I think Your Sinclair is the most mega-excellent mag in the entire universe, keep the good work up.

I think Dizzy is the best egg in the world. When I have a boiled , scrambled, fried or poached egg, I ask it if it's Dizzy before I eat it, just in case I accidently kill him. Oh, and don't send Linda round to thump me.

David Gardner
Abingdon, Oxfordshire

I wouldn't dream of inflicting such pain on anyone. Don't worry, David, she's safely tied to her chair. Ha! Ha!

Have you ever thought that one of those eggs you chomp through could be Dizzy's successor? It's definitely a thought. **Ed.**

MURDER HE WROTE

This is a story hard to tell. I need an Amiga – those blimmin' good graphics, lovely big power packs. Mmmm. I must admit that in the last five years I've seen Spectrums slowly dissappearing from shop displays, only to be replaced by 16-bit machines. I think that in another two years Spectrums will be prehistoric. Already software houses for 8-bit machines are swopping over to 16-bit. I fear that if I don't get a 16-bit soon I will be left with a limited choice of games like the MSX or the Vic 20.

I sit in front of the box on Tuesdays and watch GamesMaster which is all about 16-bits. What the hell's a bit? Whatever they are, I need 16 of them. Are you ever going to have a competition where you give away an Amiga?

At one point I offered my Speccy +2A, Sega Master System (which wasn't actually mine) and a back track MTB. This incredibly generous offer didn't even raise the Amiga owners' eyebrows. The MTB was £400 and the computers were worth £200. What on earth are Amigas worth?

I have recently come out of hospital for an eye operation and the doctor told me to read books or mags. I told him I read YS, the best mag in the world. He said he read it and he had an Amiga. Do you know what was going through my head? Murder him, murder him, murder him. That's all I could think of.

Paul Gath
Leeds

Well, I hope you didn't. It's really not worth it, honest. Anyway, what do you want with an Amiga when you've already got a Sega and A MTB. Stop consuming and just find time to enjoy the things you've already got. **Ed.**

BISMILLAH

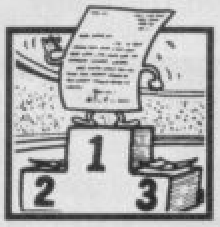
The words to Bohemian Rhapsody go, "Bismillah, no! We will not let you go" and not, "Ich spill naccht no"as you wrote in YS 75 in the World. In answer to the question in the caption, Queen are singing about an unloved young boy who is pleading to be released by the devil who is possessing him after he killed a man. But I wouldn't expect a brain-dead EMF fan to understand that. Ask Linda to explain, she realises the beauty of music. Here's a poem...

There was a young man called Hutch,
And he had a car.
He let go of the clutch
Whilst parking on a hill
And he crashed into a tree.
And then there were three.

John Teare
Ramsay, Isle Of Man

Of course I know the right words to Bohemian Rhapsody. And that's a really crap poem. Oh, and Linda doesn't like Queen. **Ed.**

STAR LETTER



SHAKESPEARE'S SISTER'S NURSE

You wanted to know how the 'ventilator thingy could go up and down when it's not even attached to the chap's face' in the Shakespeare's Sister video! Fret not! You are about to find out...

He was probably on a volume cycled ventilator, receiving controlled ventilation. This is when the ventilator delivers a pre-determined volume of air to the patient regardless of any changing lung function. What's more, the cycle of ventilation will run automatically at a rate selected by the nurse, doctor, or Joe Bloggs who's wandered in off the street to fiddle with a few buttons! Also, a fixed level of ventilation is provided. It will not cycle or have gas available or circuitry to respond to the patients own inspirationary efforts, and is the most common ventilation system used for patients whose repiratory drive is absent. Clear as mud, isn't it!

In other words, the machine was plugged into the electric socket in the wall and set to automatic, so it didn't need to be attached to anyone or anything. Betcha sorry you asked now, aren't you. Oh and I think Theo Develegas is fab!

Wendy
3rd year RGN student nurse

You're absolutely right Wendy, it is clear as mud. As far as I can work out, the machine's left to cycle away, whether or not it's attached to the chap's face. So, does that mean that when he needs a bit of air in his lungs, you stick the old face mask on him? If that's right, then why leave the machine running all the time? Does it take a while to warm up? Is the sight of the concertina thing that moves up down proven to have a calming effect on patient, nurse and visitor alike? Does the fact that they used one in the video mean that some poor person was without air in the old lungs? Or indeed, was the chap in the video a real patient who they borrowed for a few hours? Why wasn't I allowed one when I got run over and dislocated my shoulder and started hyper-ventilating all over the place? Anyway, thanks for your letter. It proved to me that I chose the right career, I'm far too dim to go about saving people's lives. **Ed.**

SOYA PICO



So laid back that she owns three Ravi Shankar albums

By disappearing, Femto just shifted all his troubles from his own shoulders onto poor Soya's. The thing is, a man of 26 stone can carry quite a lot on his shoulders. Soya, no sapling at 12 stone, is finding it hard to manage...

As you can probably tell, Fat Femto hasn't turned up yet and I feel that I should carry on his obligations. I wish Femto would come back, I never liked him much when he was around but, if he came back, I wouldn't have any more freaky visitors.

The neighbours are talking and even I'm starting to get a bit freaked out. These friends of Femto's are just giving me bad vibes, man. About a week ago, a tatooed man of immense proportions turned up and tried to steal my yucca plant. He wanted it as part-payment for losing his hair in Femto's Teepee hang-out. Still, it seems that even Femto knew some nice people.

Last night I was doing my yoga exercises when there was a really loud knock at the door. It completely ruined my concentration and I fell over. I hobbled over to the door and before I had a chance to open it, there was a crunching sound and two men walked in. Now I'm not a small girl but these cats were massive, man. The tallest one stepped on my kaftan, I was caught. Desperately I began to search my mind, what did you say to men like this? I asked them if they'd like a cup of herbal tea and it seemed to do the trick. They moved away from me. I ran behind the flower pot and asked them who they were.

Apparantly Femto owed these guys some money for some nightclub or something. Soon we were chatting away over the tea and spicey sesame sticks.

My faith in mankind has been restored, these guys were way cool, man! They looked a bit violent but they really were just so, like, calming. One of them, a foreign chap called Arnold, was telling me all about the fresh springs in his native Austria and the other one, Silver I think his name was, taught me a new breathing technique. They even invited me to their nightclub, Planet Hollywood. Vibe on!

WHERE ARE THEY NOW?

Bonjour mes petites pois and welcome you to another round of celebrity searching with Hutch and Jon.

Donkey Kong

When Donkey Kong was cruelly captured from his jungle home in Lippofatty, little did he know that he'd become a global megastar. His two jailers were a couple of Italian chaps who resurfaced a couple of years down the road in the slightly popular game *Super Mario*. However, after a couple of years sharing the fame with the brothers, he was cruelly rejected and thrown out into a harsh world.

Donkey tried in vain to return to his native land, but the Lippofattians wouldn't permit him entry and he was forced to languish in a beach hut in Florida, posing for photos with tourists. Then one day he met an orang-utan called Melanie and she saved him from his soul-destroying life. The two now live in a hut on their own mountain in Brazil. They have almost completely returned to their animal roots, though Donkey refuses to cast off his considerable Bermuda shorts. The couple are currently trying for a baby, though they admit that after years of soft drink abuse, they may have to adopt.

Captain Blood

It couldn't have happened to just anyone, but it could and did happen to Captain Blood. He was the first man to get split into ten parts. It was all to do with light speed aerodynamics and, luckily, it ended happily. After Blood had scoured the universe, befriending hundreds of alien lifeforms he eventually felt himself again. However he missed all the excitement and longed to be roaming the galaxy again.

Therefore, three years ago, he hitched up his starship again and set off in search of his 1/3rd brother Yorrick. This trip took him to the Starpool quadrant of the galaxy, a place somewhat akin to the Hangar Lane Gyratory system, but slightly bigger. Here, he followed a trail of burnt out star bars before eventually finding him waiting on tables on a small dogstar, third from the right as you look at the saucepan-like collection of stars. You know, the one that looks like a pigeon if you squint.

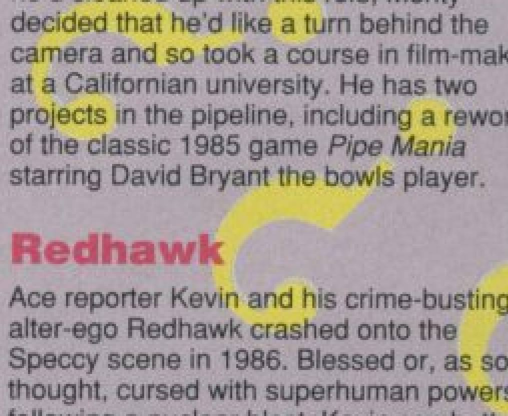
Now happily reunited, the two brothers have set up in business as interstellar detectives. They promise a speedy resolution to any job, partly because they've got their mitts on a time and space relocator. At the time of going to press they had been hired by Mr Arthur Spongy to find out why filofax paper has six holes in it, when two or maybe even four would be perfectly acceptable.

Monty Mole

Monty was a happy camper. He thrived on mystery, spikes and platforms and got many happy thrills in games such as *Monty Mole*, *Monty on the Run* and *Impossamole*. After he'd cleaned up with this role, Monty decided that he'd like a turn behind the camera and so took a course in film-making at a Californian university. He has two projects in the pipeline, including a rework of the classic 1985 game *Pipe Mania* starring David Bryant the bowls player.

Redhawk

Ace reporter Kevin and his crime-busting alter-ego Redhawk crashed onto the Speccy scene in 1986. Blessed or, as some thought, cursed with superhuman powers following a nuclear blast, Kevin combatted evil by running into a darkened alleyway and shouting "Kwah!" The resonance of his voice would then trigger strange changes on the sub-atomic level, causing him to transform into the powerful and impressively-caped Redhawk. In this guise, Kevin guarded Britain against a battery of mad villains. Praised by the police and loved by the nation, Redhawk's career was cut tragically short when he suddenly dropped dead of long-term radiation poisoning.



"Didn't you spill my pint?" (A Caption To Spoil The Atmosphere production, number fifty-six.)

Eric

The most famous schoolboy on the Speccy, Eric wreaked havoc in both *Skool Daze* and *Bak 2 Skool*. Notorious for being the country's foremost exponent of the twin-string catapult, Eric came close to being expelled in disgrace many times. His contemporaries remember him as "a loud, frantic kind of chap who had an unhealthy



"Corks!" thought Eric. "Jolly good job Sir isn't around, eh?" Little did he know that Mr Headless was at that moment approaching...

interest in girls and who often stood on people's heads." However, it seemed that no matter how much trouble Eric found himself in, his easy charm and indulgent parents soon smoothed any ruffled feathers. Upsetting several local book keepers, he completed his schooling and gained a First in Applied Educational Psychology. Today, having calmed down somewhat, Eric is head of the multinational McSwell corporation. To build team spirit, he organises regular competitions between groups of executives armed with 'laccy bands.

Thorin

Thorin can be regarded as the Speccy's first music superstar. His debut number, "Sitting Down And Singing About Gold," inspired countless spelunkers to battle on with *The Hobbit*. Surprised by the success of a man they had regarded as merely a cabaret artiste in tights, Melbourne House signed him to a recording contract. Thanks in part to a dynamic advertising campaign, Thorin's album, "Mind That Dwarf" shot straight to the top of the charts. Hit followed hit, and the Thorin/Bard the Dragonslayer team-up "Pluck My Bow" has been officially recorded as the fourth biggest-selling single of all time.

Sadly, in common with so many in the music business, Thorin fell into bad company. After several days of hard mead-drinking, he disappeared. His body was found a month later, locked in a brass-bound chest. The autopsy showed that he had been force-fed packed lunches and river water, struck repeatedly and strangled from behind before having his skull cleaved in two. Several thousand adventurers were detained on suspicion, but no charges were ever brought.

Another plump Where Are They Now? draws to a close. Next month we ask, what happened to Lunar Jetman and Andy Ide's beard?

NEWS

The curtain's rising – it's time for more SAM news. Ladies and gentlemen, heeeeere's Jonny!

You know (he mused reflectively) someone once said, "It's quiet... too quiet." And by jingo, they were right. Although there's only one review in this month's SAM Centre, lurking just around the corner is a collection of hardware and software all set to spring out and bowl you over, somewhat like a shaggy dog but markedly less shaggy. And not so much like a dog. Or something. Sit back and sup loudly on your TV dinner as I whisk you at breakneck speed through the Coupé's forthcoming attractions.

Software
After his nasty accident earlier this month, I'm pleased to report that Noesis Software's Chris White has made a full recovery at the hands of our very own Dr Hackenbush. Or should that be, from the hands of our very own Dr Hackenbush? But I digress. Even as you leave jammy fingerprints on the edges of these very pages, Chris is waiting for the postman to deliver *Boing!* To keep himself occupied, he's working on a strange-sounding



This little beauty is *Vegetable Vacation.* It should be pretty darn good. It's blimmin' hard though. "Aaaaaaaaa" indeed!



Quelle est? Believe it or not, this is a hidden screen from *Veggie.* Programmers, eh? What a bunch of scamps.

SAM Centre

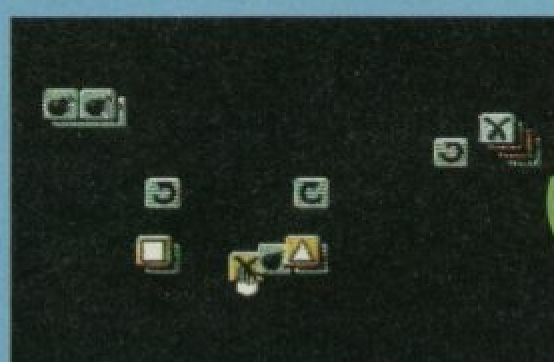
Salutations SAM folk, and welcome to the second quivering instalment of SAM Centre.

TRILTEX – THE LATER LEVELS

FRED Publishing/£4.99 (Requires *Impatience* to run)
☎ 0382 534201

So you've beaten *Triltex,* played around with the cheat mode, pressed F7-F8-F9 on the loader menu and remembered there's a second game in the pack. Where do you go from here? For most of us it will be straight into a special clinic for some vital nervous therapy. But for the brave, brave few who considered Level 17 of the game just a warm-up exercise, it's straight to the post box with your order for *The Later Levels.* For, after several months of ominous threats, FRED Publishing has unleashed an extra 25 levels that make the originals look like a stroll in the park.

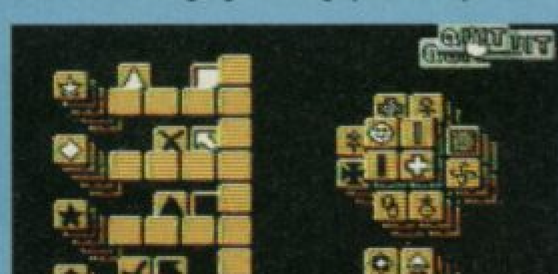
Triltex, for the uninitiated, is the SAM version of the famous Mah-Jongg tile-matching game. Whizzing a pointer round the screen you have to, um, match tiles, making them disappear to reveal those underneath. With skill and vast quantities of luck, you'll match 'em all, thus earning the right to enter the next level. To add a little interest, there are tiles with special properties, such as bombs and flippers.



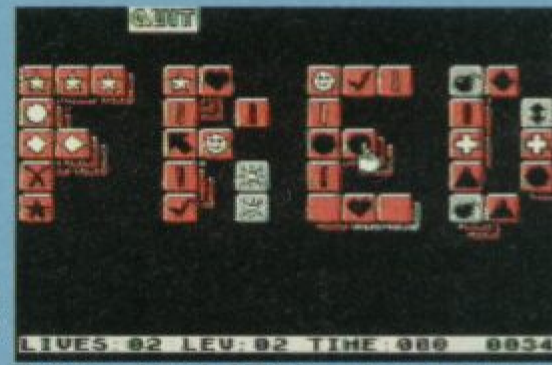
Look - we've nearly finished the level. Nearly, mark you - and I've a nasty feeling that "nearly" is not quite good enough. Oh dear.

Easy-peasy, n'est ce pas? Well actually, to coin a phrase, non. Dear me, non. *The Later Levels* is, without doubt, only for people who could beat Level 10 and upwards of the original. If you are one of those people then you're a clever swine and you'll get a lot of mileage out of the follow-up.

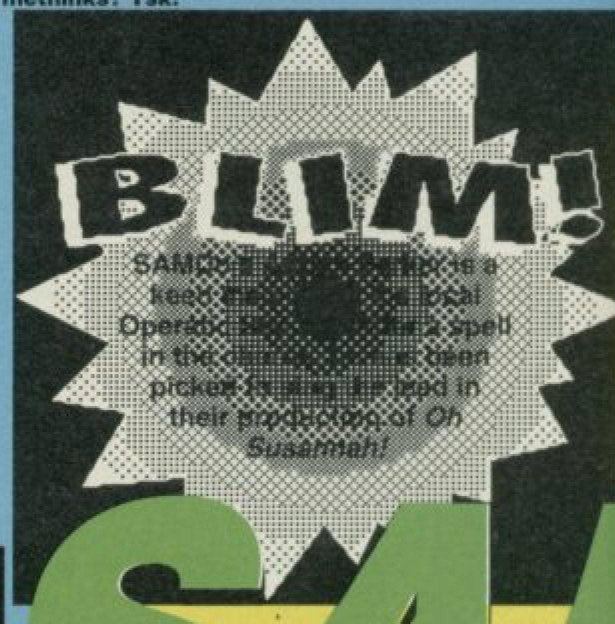
The graphics are still the same – smooth, clear but completely undistinguished – and there's still that jolly tune bobbing along in the background. Apart from a brand-new FRED logo gracing the intro, the only other addition is a completely different cheat mode. (Heh heh heh.) In short, it's more-of-the-same. To be fair, this also includes the mind-crushing addiction factor. No matter how often things go wrong, you always find yourself trying again. And again. And then a couple more times after that. If you can stand the pace and the shattering despair of facing that final unmatched tile, seek out *The Later Levels.* You mad, mad fool.✻



Common *Triltex* strategies, number sixteen. Having merrily matched tiles all over the place, we've got horribly stuck. Quit immediately!



The second level of The Later Levels. Hmmm. A none-too-subtle plug for the producers, methinks? Tsk.





That thrilling new logo from *The Later Levels* in full. Um, as you can see, it's from FRED. Ahem.

FINAL VERDICT

LIFE EXPECTANCY	84°
ADDICTIVENESS	88°
GRAPHICS	52°
INSTANT APPEAL	40°

DIAGNOSIS
Triltex fans will need no holding back, but be warned – this game is *hard.*

84°

MEGA DEMO 10

SAM Supplement/£2.00

The latest in the ever-continuing series of 16-bit demo conversions features *On Safari* and *Lemmin' Squash*. The former is a simple digitised animation showing a galloping zebra viewed through a pair of binoculars – nicely done, but instantly forgettable.



***On Safari* with the SAM Supplement. Can anybody see David Attenborough? And does anyone have a rifle? Ahem.**

Lemmin' Squash is a different barrel of biscuits altogether. It tells the bizarre story of what happens when Big Lem meets Teeny Lem and (sob) steps on him. I won't give away the bonkers plot, but suffice to say there's a happy ending. Fine animation and a good variety of camera angles boost the appeal of the demo no end.

Splendid value, and as usual, all in unprotected BASIC so you can see just how the programmer did it.

Overall 69°

SAM JUGGLER DEMO

Codigo Software/Free with March Newsdisk from SAMCo!

Surpassing the *ESI Surprise Demo* in no uncertain terms, this excellent machine-code program shows off the Coupé's graphics to fine effect. A series of neatly-drawn pictures introduce the programming crew and their country of origin, before the demo launches into an amazing ray-traced animation of, well, SAM juggling. It's eminently watchable, mildly hypnotic and in short the kind of demo that should be playing on Coupé screens everywhere.

Overall 80°



Unsurprisingly, this shot is from the SAM Juggler Demo. It may look good now, but just wait until you see it move. (Wow!)

entre



Drama and sobbing despair from *Lemmin' Squash*. (Dont't worry, it all ends happily.)

DARN!

A couple of hours after the last issue went to press, dear old SAMCo rang up to say that the *Batz 'n' Balls* covertape demo wouldn't work with 256K machines. So for those of you who've still got the quaint, old fashioned kit, here's an alternative loader to get the demo working. Tsk, eh?

```
10 OPEN 2: CLEAR 98303:LOAD ""
CODE 98304:LET A$=MEM$ (98304
TO 138304):POKE 212992, A$:CALL
212992
```

POSTBOX

SAMCo Lakeside, Phoenix Way, Swansea SA1 9EH.
☎ 0792 700300

FRED Publishing 40 Roundyhill, Monifieth, Dundee DD5 4RZ.
☎ 0382 534201

SAM Supplement 37 Parker Street, Bloxwich, Walsall W53 2LE.
☎ 0922 406239

Noesis Software Unit 12, Oxwich Court, Swansea SA6 8QP.
☎ 0792 797770

Dusk is falling and, to quote Zebedee, "Boing." Oh, and "Time for bed." Good advice, methinks. I shall return, but in the meantime direct all your SAM stuff to SAM Centre, YS, 30 Monmouth Street, Bath BA1 2BW. Be seeing you.

NEWS

program called *Projector*. Apparently, this will allow you to link animated figures and backgrounds, then control the figures in order to create your own computer movies. To coin a phrase, it sounds crazy, but it just might work. See for yourself in a month or two.

Also due pretty soon is Revelation's *Vegetable Vacation*, an arcade-adventure featuring a holidaying tomato. From the demo copy it looks very *Dizzy*-ish, with one smart difference – you can only control the tomato when he's against a wall. Oh look, just wait for next month's review. It *will* make sense. Honestly.

Hardware

On the hardware front, SAMCo have been busier than two enthusiastic bees with a particularly busy schedule. By the end of this sentence you'll be able to get your hands on the £24.95 *Hardware Design Kit*, a collection of electronic odds-and-ends that aims to teach would-be hardware bods the basics of the trade. Who knows? You could end up earning millions. Or something.

The kit was all but finished when SAMCo decided it would be rather a wheeze to add a bonus circuit to the board. This bijou component adds 256 shades to each of the original 128 colours. To save you diving for an abacus, this means that the SAM will be able to display 32,768 colours on screen at once. The colour board works in any MODE and, although you can only get 2,000 colours using normal line interrupts, any coder worth his salt will be able to knock up a routine that uses the oh-so-full palette. If you're not a coder, or don't like salt, you'll be pleased to hear that Revelation's proposed new art package will give you the power without the bother.

If that wasn't enough to set your heart and cheque book a-fluttering, the *Video Digitiser* is due at the end of April. The basic kit, costing £69.95, will digitise in 6-bit monochrome, giving 64 shades of grey to play with.

This, as they say, is not all, for the *Video Digitiser* has been designed with expansion in mind. The first add-on out of the starting gate will be the *RGB Splitter*, which for the less acronymically-minded among you, separates a video signal into red, green and blue pulses. In other words, it'll allow you to digitise in colour. Mmm, can't wait for all those polychromatic *Terminator 2* demos. No price yet on the *Splitter*, but SAMCo say it will be under £50.

The second add-on to hit the market will be the *SAM Genlock*. Although it sounds like a sinister space villain, this is in fact a device that mixes the RF signal from SAM with that from a video. What this means is that you can, amongst other things, overlay graphics on your TV picture.

The *SAM Genlock* is going to be a bit special, as you'll be able to connect up to four of them to the Coupé at once. Right on cue, I can hear a small voice from the back saying, "What use is that?" Well, for starters, you'll be able to digitally cross-fade between two video sources. Home video editing ahoy!

Murray Mouse

CodeMasters/£3.99 cassette
☎ 0926 814132


HUTCH

Mice, eh? What utterly crap creatures they are. They shuffle around twitching their ridiculously cute noses and gnawing seeds with their cute little paws. I mean, even their poos are blimmin' attractive, and they don't smell! No mammal should be allowed to get away with such overwhelming puke-inducing cuddleyness. As for guinea pigs *(Oh lor', he's off on one of his winges again! Linda)*, they're even worse. *(Stop it right there, I've got a deep personal affection for guinea pigs! Linda)* Oh alright.

Murray Mouse is a police rodent. He lives in 1930s Chicago, a town not famed for its polite treatment of citizens. Nope, 1930s Chicago is a dirty town, a town so riddled with crime and addled with robbers that ordinary people are forced to slink into rough saloon bars and knock back far too many glasses of illegal hooch. (I'd love to have lived there.)

One sunny day in 1930, scientists make an amazing discovery: the moon really *is* made of cheese. Obviously every mouse in the land is overjoyed with this news; but, unbeknown to them, there's a conspiracy in the offing. A nasty mafia boss and nine of his hench men are planning to steal the moon and sell it on the black market.



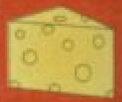
Most considerable dude!

Obviously such a totally bogus plan has to be scuppered by some aspiring individual: namely one Murray Mouse. Hence the furball becomes an Untouchable, a government agent whose sole mission in life is to ruin the life that the organised gangs are leading and in the process "save the cheesy moon." Blimey, who writes this crap?

The game itself is a glorified explore-and-collect-'em-up. You wander around various screens in search of household implements such as saws, hammers and planks. The usefulness of these items becomes apparent later on when you keep repeatedly dying.

Now, the main problem with this game is that it's crap. It's supposed to be set in Chicago, but the backgrounds look naff all like an American city. I mean, since when did Chicago have blimmin' great mountains downtown? Nope, what we've got here (I strongly suspect) is a game with a plot bunged on the end.

However that's not the only crap thing about this game. Consider the act of jumping. Usually you can jump to the left, to the right, or straight up. Not in this game though, here you can only jump to the left or right, which means that you spend ages walking left and right trying to find the perfect spot from which to launch yourself into the great beyond. Get it wrong and you're highly likely to get your hair singed by a nearby torch and, thus, lose a life.



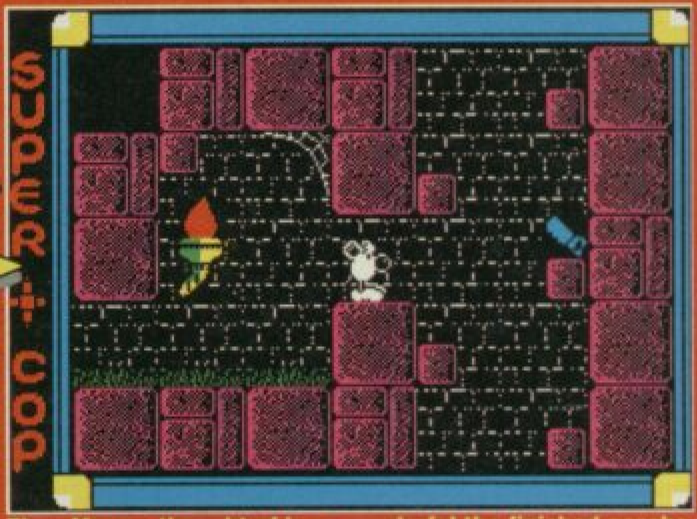
Triff Nigel, triff!

The problem-solving in the game manages to be simple and obscure at exactly the same time. For instance, while a key opens a locked cellar and a plank bridges a gap, you'll need a jar of woodworm to get through a door. What's more, these items have to be dropped in exactly the right place. So, if you're little bit too far to the left your item will make no difference to the obstruction at all.

Actually getting the objects is a bit of a problem too. Not only do you have the tricky jumping manoeuvres to contend with, you'll also discover that certain objects can only be grabbed whilst in mid-air. All of this makes it blimmin' tricky in the extreme to get certain items.

Nope, I'm sorry Codies, you're going to have to do better than this. *Murray Mouse* is twee, derivative, unfunny, annoying and bland. I mean, it's all very well going for a cutesy angle on a game, but this is a schmaltz overload. Cheesy Moon indeed!

BLIM!
Cheese was popularly used in the 18th century as an early form of hair lacquer. It was abandoned in the summer of 1757 after the famous dairy disaster of Moonbolten Fields when on a particularly hot day, three people died from Redleicesteritis.



Then Murray thought of how wonderful the finished gazebo would look. Resolute once again, he bounded over to the gaping chasm and celebrated with an echoey burp.



All things being equal, Murray thought, you shouldn't be able to see the clouds so clearly, when it's so obviously night.



"Oak dressers are so terribly passe now. The de rigeur mouse simply must have a black Ryuichi table by his bed," Murray pondered.

FINAL VERDICT

LIFE EXPECTANCY 62°	ADDICTIVENESS 52°
GRAPHICS 58°	INSTANT APPEAL 55°

DIAGNOSIS
Bland and not-terribly-funny-at all-matey game.

58°

INCREDIBLY USELESS PHONE NUMBERS TO CUT OUT AND KEEP!
CHARIOTS OF FIRE, MOBILE BARBEQUE
071 731 8058

Facts About Cheese

- The Japanese are currently developing a cheese made from squid's milk. The results are said to taste remarkably like Wagon Wheels.
- Cyril Handcuff of Ealing once ate 18 packets of processed cheese in seven minutes using only a pair of royal wedding commemorative toe-clippers.
- The most expensive cheese in Britain is Lanark Blue which is obtainable from a limited number of shops at £7.50 a pound.
- The cheapest cheese in Britain is Stig's Old Lumpy which is obtainable in cheese sandwiches in any motorway cafe in the country.
- If all the different cheese varieties in Britain were lined up end to end, they'd probably get bored after a few hours, go home, put their cultures up and watch David Bryant winning the latest bowls championship.


ERNIE™ THE PSYCHOTIC MADMAN
"GETS A BIT ANNOYED"
by Phil
UH OH! ERNIE'S PLAYING HIS NEW GAME. 'SPACE KILLER MUTANT SCUM FROM HELL!
ZAP! ZAP! BDOW!
BZZTT! GAME OVER! GAME OVER! BZZTT!
ACME SPACE FILLER
GRRRRR!
ZAP! ZAP! BDOW!
BZZTT! GAME OVER! GAME OVER! BZZTT!
BDOW! ZAP! BDOW! ZAP! WHAP! WHAP!
HOURS PASS....
BZZT! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER! GAME OVER!
BZZTT! PRESS FIRE TO PLAY AGAIN! BZZTT!
WHOOM!
OUCH!
YAAAAAAA!!!
WHAM! WHAM! WHAM!
GRRRRRRRR!!
RRRRRRRRR
SNAP!!
YAAARR!
RAAAAAGH!!!
STOMP! STOMP! STOMP!
CRUNCH!
HIYA ERNIE! WATCHA DOIN' MATE?
HELLO SID. OH, JUST HAVING A NEUROTIC FIT
BOOM! BOOM! BOOM!
....
OH. ANYWAY, I JUST THOUGHT YOU'D LIKE TO HAVE THIS POKE FOR YOUR NEW GAME THAT Y.S. HAVE PUT ON THEIR NEW TAPE!
OUCH.
WAIT FOR IT......
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA!
WHAT'D I SAY?
MEGA DEF
PHIL
© Phil '92 DRAWINGS LTD.

YS ADVENTURES



Sell! Sell! Sell! TIM KEMP shows you how to rake in the dosh. Sort of!

ADVENTURE WRITING MADE EASY

PART THREE – THE FINAL FRONTIER





Over the last couple of issues I've told you what to put in an adventure, what to leave out and who to send the finished product to for evaluation and publication. This final installment deals with selling the game yourself.

There has always been a strong mail-order adventure market, mainly because the authors of the games had no choice but to start up their own little mail order businesses to sell their wares.

Selling games via mail-order couldn't be simpler, but there are a few things that need to be sorted out before you begin. First, you'll need some form of instructions and a cassette cover to go with it. At its simplest, the cover of a game can consist of just the title.

Having access to a wordprocessor and printer is handy for typesetting and printing the storyline/instruction sheet. A typewriter will do at a pinch but it's not as professional.



Try to make your cassette cover and storyline fit on one A4 sheet of paper, cos photocopies don't come cheap. The usual outlets like library's, office suppliers, the corner shop etc charge about 5-10p per A4 copy. The more you can squeeze on a page, the better things will be and you'll be cutting your overheads right from the start.

Blank cassettes, for duplicating your games on, can be bought in small quantities from Zenobi Software. The simplest duplicating method is to do a straight copy from computer to tape. All the adventure writing utilities allow you to save the finished adventure database as a stand alone adventure, so there's no problem there. Recording the game on both sides of the blank tape at different levels is quite important. Then, if one side doesn't load then at least your customers will have another side to try. Remember to clean your tape heads, it can make all the difference.

Always post games off to your customers as soon as possible. This will take quite a large chunk out of your profits. You'll need a Jiffy bag of some description – the ones with bubbles in 'em are probably the best to go for. They cost somewhere in the region of 12 – 18p each, depending on where you live and where you get them from. Postage is the next big consumer of your profits. It'll cost you 28p, second class, to send your game to your customers when dressed in a Jiffy bag and wearing a cassette cover with full game instructions.



Most people sensibly aim for a £1.99 rrp for their games. When you add it all

BLIM!

The cassette version of Aural Sculpture, by punk band The Stranglers, featured a FREE adventure called *Aural Quest* on the B side. The aim was for the player to travel the world and find pieces of a statue of an ear that the good old Stranglers needed for their stage set. Apparently the keyboard player, Dave Greenfield, was the adventurous one in the group.

"YOU SAY SHINOBI, I SAY ZENOBI"

YS COMPO

It's give-away-a-load-of-games time courtesy of John Wilson of Zenobi Software. Hurrah! We've got six lovely adventure packs to give away. Each of the six winners will receive over twenty-something-or-other games. Blimey! And on just these four tapes as well... *The Best Of The Indies Vol I, Best Of The Indies Vol 2, Deep Waters Vol I* and *Deep Waters Vol 2*. These tapes really do feature some of the very best adventures to have been released over the last couple of years. There's *Diablo, Crack City* (a YS mega game), *The Goredello Incident*, and *Cloud 99* to name but a few.

To win one of these majestic prizes simply answer the following question...

● **By what name is Zenobi head honcho, John Wilson, affectionately known as?**

I'll give you a clue, it begins with B and comes from The Lord Of The Rings! Bung your name, address, telephone number and competition answer on a postcard or sealed down envelope and send your entries to: *The Big And Bootiful Zenobi Compilation Compo*, Your Sinclair Adventures, Your Sinclair, 29 Monmouth Street, Bath, Avon BA1 2DL. The closing date is the 15th of May, 1992.

TIP BIT

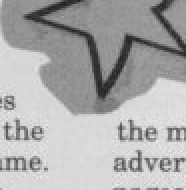
Quite a lot of you took my advice and bought Zenobi's *Phoenix*. Judging by your requests, a lot of you are also stuck in it. To avoid making a mistake right from the start, which is where most of you seem to be going wrong, have a look at what objects you are equipped with. (Inventory) Next you'll find that examining the Oak tree and then shaking it will produce a sprig of Mistletoe. Take it, make your way to the fork in the road (N, N, NW) and throw your knife at the Demon – LECKTA. Pick your knife up again and keep it till the end of the game. Make sure that the disposal of the Demon is achieved as soon as possible as if you arrive too late the person who it was torturing will be dead already. Assuming you kill LECKTA in time, examine the child and say hello. Heed his words then go SE, NE, NE. Examine the tracks that you find and follow them. Go SE, give the Mistletoe to the druids, examine your own hands then show them to the druids. Your reward will be an Amulet. There you go! Now you are all on the right tracks and should be okay for a while.

Richard Butler from Chorley, Lancs has been stuck in *Valhalla* for five years now. What he wants to know is, where in *Valhalla* can he find Skalir? He's got Ofnir, Drapnir and Skornir (I'd see a doctor if I were you, Richard), so he's not completely useless. The last location he found was called Trouble In Hell which is to the north of Klepto's Hall. Richard says that he knows there's a way east from there but doesn't know how to actually go east. Now if you are leaping around, waving your arms shouting, "I know what young Richard needs to do", then for goodness sake try and control yourself for long enough to write down the answer and send it to me at the usual YS Adventures address. I can then pass on the details to Richard and he can sleep safe in the knowledge that the murky depths of Valhalla will trouble him no more!

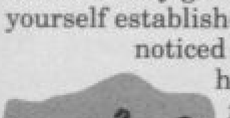
J. Creelie is a new Spectrum owner and is having terrible trubbs finding out the sort of questions to ask in *Souls of Darkon*. He's getting nowhere in Level One, so it's becoming awfully boring. Things would have been fine if there had been any help-sheets left over for the game when YS were dishing them out a while back, but they've all been snapped up. I'd be most grateful if some kind kindred spirit would send a copy of the help sheet to me and I'll make J Creelie's day by forwarding it on to him. It also seems that a help sheet for *Ludoids* would go down well too.

And now, the chance you've all been waiting for... get into my personal good books by supplying me with a help-sheet for ***Tower Of Despair*** by The Games Workshop! It's old, it's bold it's... er, solid gold, and I've forgotten how to complete the thing! To tell the truth, I keep fainting at a certain point 'cos it's soooo scary. When I come round I've forgotten what I've done, what I've seen and who I am. I hope some master Adventurer or Adventuress out there can come to my aid.

up, you spend 50p per blank cassette, 10p per photocopied cassette cover/info sheet, roughly 15p on a Jiffy bag and 28p for second class postage. That leaves you with 97p profit from the sale of each and every game. Sell ten and you've made yourself ten quid! If you sell one hundred games then you've made ten times as much! Mind you, it'd have to be a pretty stonking game to sell that much!



At first you probably won't sell too many games. Getting yourself established and noticed is the hardest, and most important, thing to do. The best way to get free publicity is to send copies of your game to the adventure columns and fanzines for review. The adventure fanzine scene is going well at the moment and you can advertise your wares in the pages of *Adventure Probe*, *From Beyond* and *Red Herring* for a modest sum. When sending off review copies make sure you've supplied all the details about yourself, your game, who to make cheques payable to, as well as including help-sheets and maps too.



Well there you have it. Simple stuff or what? On the whole the info I've given you over the last few months in this mini-guide to writing and selling adventures has been pretty basic. It's all relevant and will help in the long run. There's absolutely no reason at all why anyone reading this shouldn't have a go at writing an adventure and trying to sell it to one of the established companies, or even trying to do it all themself.



If you're interested, I've prepared an info pack with more addresses, hints and tips and even a ready made cassette inlay template for you to use. Simply write in to the usual YS Adventures address with an sae and a request for the additional 'DIY adventure' leaflets.



NEWS



Good news on the adventure front this month, I've had over 25 adventures sent to me for review in a two month period! Even better news is that they were from seven different adventure publishers. Best news of all though is that there are quite a few new names in there! They'll be thoroughly reviewed and put into print as soon as time and space can be found for them.

Dave Ledbury of *ZAT* fanzine fame has phoned to tell me that he's shut down his PO Box. You can get in touch with him at 103 Chiltern Gardens, Dawley TF4 2QJ.

If you're a SAM Coupé or Speccy +3 (or 3rd party disk system) owner then *ZAT* is the mag for you. Do yourself a big favour and send an sae for more ZAT details to the new address. Also, Dave's just landed himself a new job on SAMco's new disk newsletter/zine. So well done Dave, and good luck!

Alan Devey of Farnborough has written to tell me that a firm called Fun Factory Promotions Ltd have bought the rights to a huge heap of stuff including some classic adventures like: *Heroes Of Karn, Jewels Of Babylon, Warlord* and *Aftershock* for a measly quid apiece. For the full list, prices and an order form slap a note telling them you want the Speccy lists in an envelope with an sae to: Fun Factory Promotions Ltd, Unit 6, Mercury House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

USEFUL ADDRESSES

an sae requesting info will usually do the trick!

Blank Cassettes: Zenobi Software. 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

Fanzines:

Adventure Probe 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

From Beyond 36 Globe Place, Norwich, Norfolk NR2 2SQ.

Red Herring 504 Ben Jonson House, Barbican, London EC2Y 8DL.

ZAT 103 Chiltern Gardens, Dawley, Telford, Shropshire TF4 2QJ.

Adventure & Strategy Club 17 Sheridan Road, London E12 6QT.

YS Adventures

Your Sinclair Adventure column, 30 Monmouth Street, Bath, Avon BA1 2BW

YS hints'n'tips TIPSHOP



Greetings mes petits pois! This month the Shed is patiently awaiting summer. It can't be long now before we can spend our lunchtimes on the grass and feel the sun on our skins.

I can't wait to sit around on long, lazy summer nights and spend my weekends on the river. I probably won't get to go on holiday, but at least I can flick through holiday brochures and dream, dream, dream!

At this exact moment in time, I feel incredibly ill. Ah! It's my own fault for insisting on having a bit of every single Easter egg. It was so good buying them all, I just went into Waitrose and piled a basket up with all the best eggs. I didn't half get some funny looks!

Luckily, the rest of the team helped with the tasting. Maryanne wasn't much help, she had to give up after five Mini Eggs! As for Jon, he only likes Mini Eggs.

If Hutch hadn't been on hand to help out, I would probably have been incredibly ill by now. As it is, Hutch is looking even greener than me.

It's big! It's beaut! It's back. The YS Tipshop just gets better by the second. (Sort of!) Here's LINDA BARKER to guide you through the windy streets.

SUPER SPRINT

***Superprint* was one of the original, and definitely one of the best, race-around-a-track games. That's why we put it on our covertape and why Oliver Moran decided to tip it. It's all yours, Oliver...**

Track One
Speed up as soon as you start to get into leading position, but slow down as you get to the first corner, speed up again but this time brake well before the second corner. Regain lost time before rounding the third bend at full speed, power to the starting grid slowing only to round the fourth and fifth bend. Repeat four times to win the race.

Track Two
Build speed quickly and try to round all corners except the fourth, fifth and sixth at top speed. After the fourth bend line your car up with the ramp quickly. Do it right because you can't turn in mid-air and crashing is for the suicidal only! Try to get top speed because if you go too slow, you won't touch the other side.

Track Three
Easy! Zip round the track at 200 mph, pausing only at the round-about and to drink babycham out of a big silver cup!

Track Four
Gulp! Fly on the straights and bank on the brakes working before turning a corner.

Track Five
Easy peasy lemon squeezy! Shoot through all the gates and then line yourself up on the bends so all you have to do is drive straight through. Only brake if your sister is screaming in you ear telling you to "Slow down! You're gonna crash... \Aggghhh".

Track Six
Zoinks! Dangerous this one! Keep with the other cars until the last bend of the race then hit the gas! Straighten up before going under the bridge. Unless of course you want to lose!

Track Seven
Tricky but not as bad as Track Six. Take it easy until the roundabout then hit the little pedal to the left as hard as you can (or get an adult to do it for you) or do the same as 6.

Track Eight
Winner of the 'game that will make you pull your hair out and throw it on the floor' award 1992! Combines the worst features of all the tracks. Stay behind the last car until the third bend of the last lap then take the first and keep it to take the glory! Or simply take the lead and keep it! Watch the bends!

GENERAL TIPS

- Always take the inside of a corner to be able to round it fast.
- If the gates are open use them to take the lead, take care in case they close with you inside.
- Straighten up before going under a bridge.
- The fastest tracks are numbers three, four and five. The rest are the slowest.
- Collect as many 'points' icons as you can.
- Collect as many wrench icons as you can. If you get three and then win the race you can add one out of four things to your car, they are...

* Super traction – keeps you on the track while cornering, but it slows you down.
* Higher top speed – higher top speed (Tracks One to Five).
* Turbo acceleration – stay at your top speed for a few seconds then whizz! Ideal for overtaking .

- Watch out in case you hit the tornado or oil spill, but they can be used to gain extra speed or over taking if you're smart!

Viele danke, Oliver. May your hub caps never rust over.

DIZZY PRINCE OF THE YOLKFOLK

Keith Borrett knows how to get past the Tollman and rescue the princess. Hurrah! What's more, he's going to tell you how to too. The map's the work of a great artist – <u>Lee Piper or is it Graeme Scott.</u>

Solution

Get jug, get leaves, get matches, stand by door, drop leaves, use matches, use jug.

Lx2, get pickaxe, R, on platform, Rx2, get cage, jump R, jump R, get DIY bridge building kit, D, stand next to rockface, use pickaxe, drop pickaxe, L, U, get gold nugget, D, Rx2, on boat, R, off boat, give nugget to ferryman.

R, drop cage next to Pogie the fluffle, Ux2, stand on right edge of platform, jump Rx3, get harp. Lx2, Ux2, Lx2, give harp to St Peter, get cheese, R, D, R, use cheese on cage, get caged fluffle, L on boat, L, off boat, L, up, L, x4, drop caged fluffle.

L, on platform, R, get outboard motor, Lx2, U, R, get rusty key, L, D, R, off platform, Rx2, on platform, Rx3, down, R, on boat, R, off boat, talk to ferryman, give outboard motor to ferryman, get scythe, R, Ux2, stand on edge of platform, jump Rx3.

Stand next to brambles, use scythe, R, on platform, L, U, Rx3, U, stand next to door, use key, D, on platform, Lx3, get tweezers, Rx3, off platform, Lx3, D, R, get bugle, off platform, Lx4, on boat, L, off boat, L, up, Lx3, talk to bugler, give bugle to bugler.

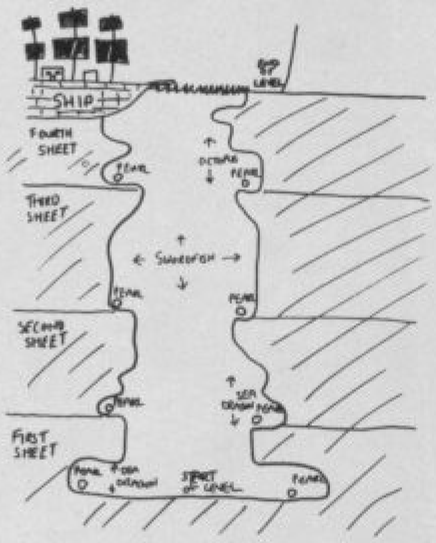
On platform, Rx2, talk to lion, use tweezers on lion, get thorn, R, down, R, on boat, R, off boat, R, Ux2. Stand on right edge of platform, jump Rx3, R, on platform, L, U, Rx3, drop thorn, R, on platform, L, walk L until doppleganger is destroyed. R, off patform, L, get spanner, Lx2, D, R, off platform, Lx4, on boat, L, off boat, L, U, Lx3, get joke book, Lx2, on platform, Lx2.

Use spanner on mechanism, Rx2, off platform, Lx3, talk to princess, give joke book to princess, get flag, Rx3, on platform, L, U, on platform, stand next to flagpole, fly flag, talk to bugler, talk to king.

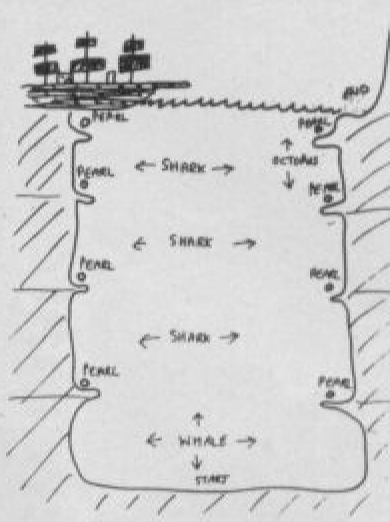
Off platform, Rx2, on platform, Rx2, D, R, on boat, R, off boat, R, Ux2, stand on right edge of platform, jump Rx3, R, on platform, L, U, Rx3, U, kiss Daisy, talk to Daisy, get all cherries, talk to Daisy...

Ahh! But where are all these cherries , eh? Well, Keith knows the whereabouts of 17 out of 20...

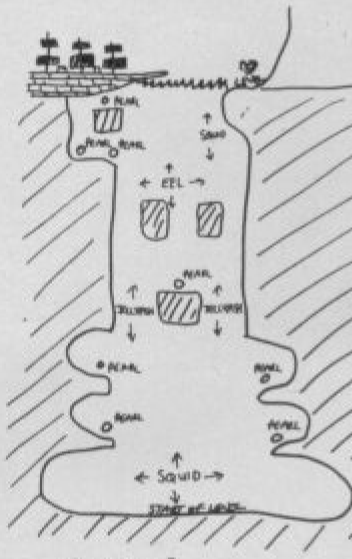
- ☆ In a few trees
- ☆ Trapped
- ☆ Top of the hill
- ☆ Top of the hill, behind cage
- ☆ Hillside
- ☆ The enchanted forest, behind left railing
- ☆ The enchanted forest, behind Pogie
- ☆ Fluffy cloud, fall left from Heaven
- ☆ Castle ramparts
- ☆ Castle ramparts
- ☆ Tower drawbridge, behind brambles
- ☆ Edge of the tower
- ☆ Inner sanctum, behind mechanism
- ☆ The deserted tower
- ☆ First landing, behind tile
- ☆ Double trouble, behind spanner
- ☆ Castle drawbridge, behind clump of grass



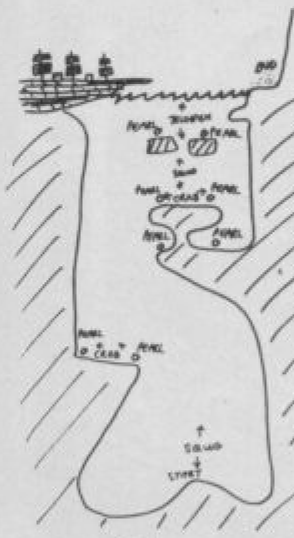
ABYSS 1 - BUBBLE DIZZY



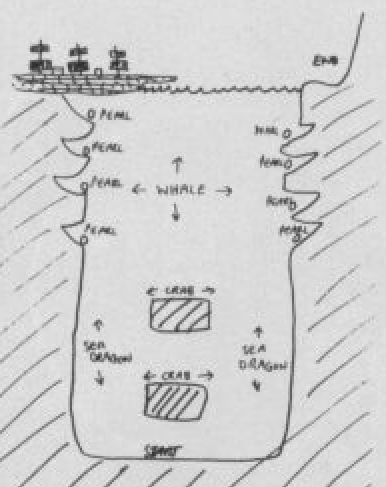
ABYSS 2



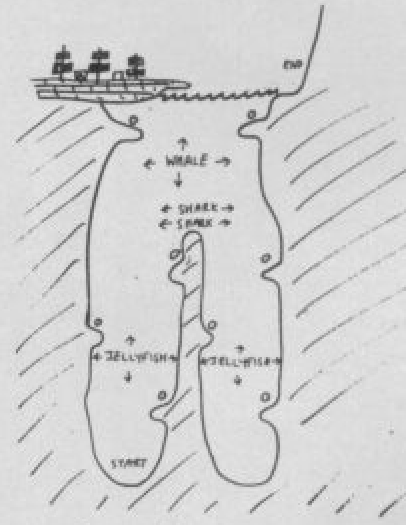
ABYSS 3



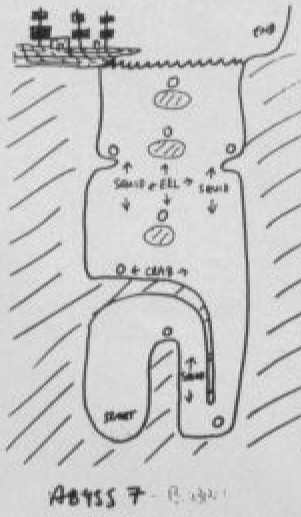
ABYSS 4



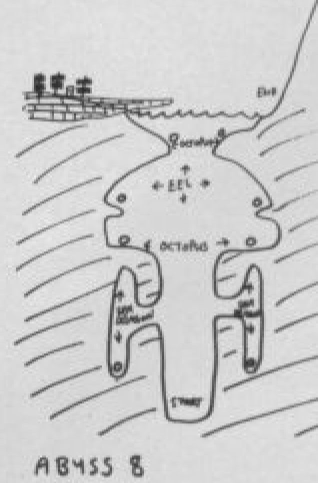
ABYSS 5



ABYSS 6



ABYSS 7 - B...



ABYSS 8

The Addams Family

Uncle Fester says: "Remember kids, we're all cremated equal!"



The Addams Family Motto "Early to rise and early to bed, makes a bloke healthy, wealthy and dead."

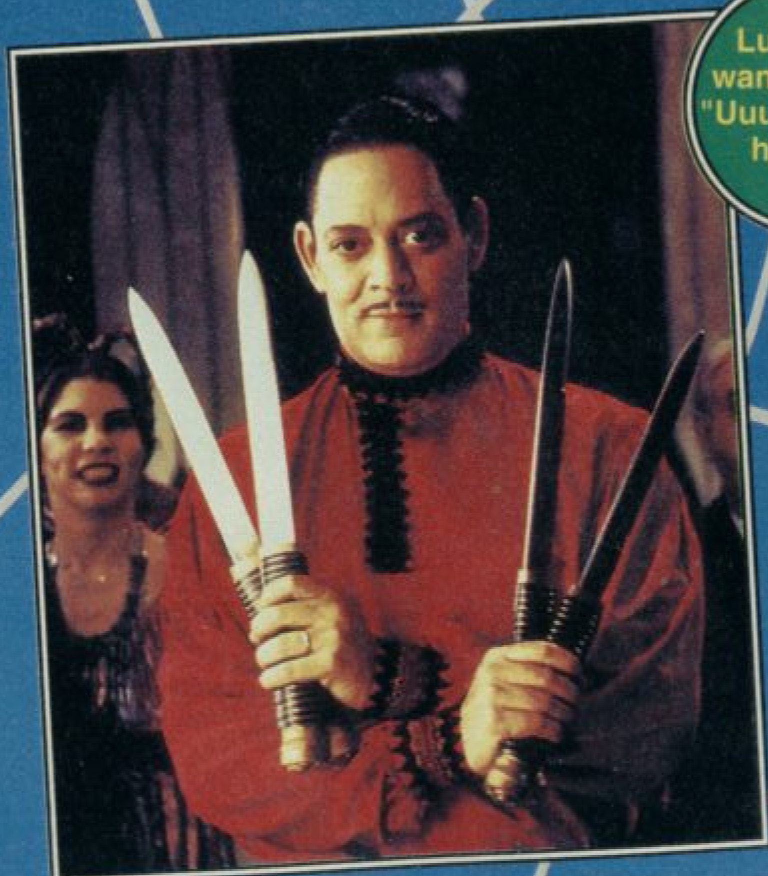


"Life is a hereditary disease," says Wednesday!









Lurch just wants to say: "Uuuuuuurghhhhhh!"



THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Hallo, you're back. Just a moment while I finish off this patient. Smith, that's the nastiest case of water on the brain I've seen in many a year. I'm afraid you've only got three days to live. On your way out, ask Nurse Brittenhouse to unwrap my rubber gloves and rubber keyboard. And don't try to settle your bill by cheque.

FLUNKY

For the unfortunates still flunking *Flunky*, here's **Richard Swann** to reveal how Fergie gets her freckles. "From the start, get the remote control and go to the room with the red boat on the table. Drop the remote control and go through the secret passage. Go right, down, down-left and left, pick up the bomb and go back to the room with the boat. Go to the bathroom and pick up the tin of red paint. Go to Fergie's room and use the matches on the bomb. Put away the matches, drop the bomb in the tin, put the tin on the table and step smartly away. After the explosion, get Fergie to sign your autograph book."

PRINCE OF PERSIA

Michael Capstick asks, how do you beat Level Eight? Well, **Chris White** himself came in for a chat just the other day, and after persuading him that a check-up would do him good, I put the question to him. "Basically, the level is a series of sprinting jumps. The best strategy is to take note of all the traps when you're running along the bottom of the level at the start. I'd also like to add that I don't feel very well." Unfortunately, Chris' check-up has developed complications, and he will not be writing anything else until these have been cured with careful surgery, and money.

HEAVY ON THE MAGICK

John Osborne has discovered yet another Instant Escape Route for your collection. "Once you've found the charm that summons Astarot, summon him (natch) and ask him to transport you to the Eye Of Heaven. The password for the door is LONG."

John also has problems of his own, several of which are unrepeatable in polite company. However, one of the boring ones is that he can't get rid of the bats in *Nosferatu The Vampyre*. Use the sword, man, use the sword.

FANTASY WORLD DIZZY

The Bouncing Purple Klein Bottle Of Blivicia has not only come to the aid of everyone hunting the coins in this game, but has also made a spirited attempt at constructing the longest sentence ever published in the Clinic. "Having trouble finding the coins? Well, apart from the ten just lying around, there are three above, below and in the Warehouse, one in the Main Hall, one left behind by the troll, two in the Mine, two near Dora's House, one under the Hall, three up in the sky, two in Australia, one in the Oak Tree, two near the Well and one by the Lift Control Hut. (Pant.)" Bad luck Bottle – you missed the record by three words. Come to think of it, you haven't mentioned the thirtieth coin. "Can someone tell me where the thirtieth coin is?" Ah. Any ideas, folks?

AU SECOURS!

Emiel Goedkoop, the Dutch Dizmeister – How do you pass the clouds in *Spellbound Dizzy*? Dropping rocks on them doesn't seem to work.
Paul Garner – I'm stuck on Level six, Upper Level one of *Bloodwych*. There are two chequered trip wires that I can't pass – one flips me back to the start of the level while the other brings the ceiling down on my head. Could the door that needs a chaos key or the three coloured blocks set in the wall have anything to do with it?
John Osborne – How do you get the spirits from the Bar in the M-Level Sanctum Approach of *Marsport*? I've figured out that to get past the Virus Bomb you need to get yourself inoculated, and I've found the syringe, but the all-cleansing alcohol remains beyond my reach.
Richard Vassallo – *Marsport* again. How do you get the Nova Bomb and gain access to the Byer Level?
Richard Swann – How do you fill the oil can in *Everyone's A Wally*?
Michael Trolan – After 42 months in the mazes of *Gyron - The Necropolis*, I've mapped every corridor of the game and blasted every tower in a hundred different ways. And I still can't find the Sun Disc. Somebody, somewhere, help me!

Well folks, the boundaries of this peculiar black box have beaten us again. Send your tips and snags to me, Dr Hackenbush, here at the YS Clinic, 30 Monmouth Street, Bath BA1 2BW. And remember, a free game goes to the first person whose letter of tips includes a nine-letter synonym of "healthiness." So until next month, get lost. Ah, the test results. What do you know, the joke's on me – Smith hasn't got water on the brain at all, I just spilt my drink on his X-ray. Ha ha! Say Nurse, how about slipping out of that uniform and into my arms?

DEVASTATING BLOW

Russell Entwistle has figured out how to knock the stuffing out of any opponent...

To win a match, go to your side of the ring and just keep on punching. The other person will walk up to you and get a fist in the face about 20 times. And you win.

I'm not surprised after that show of force.

CAPTAIN PLANET





Paul Camphey has done his bit to save the planet, and made your bit easier...

Hold down Q, A GRAPH, EDIT, CAPS SHIFT, CAPS LOCK and then press V. Do this when the game has loaded and you'll have collected all the time bonuses.



Coo, eh?

DIZZY DOWN THE RAPIDS

Here's a very small, but incredibly helpful cheat for the egg in a barrel...

On the title screen, press down all the keys for infy energy.

Thanks to Alex Luton for that. And remember kids, however small you are – you can still make yourself useful around the home.

BART SIMPSON VS THE SPACE MUTANTS

Following on from last month's tips here's, erm, some more...

Level Three

- There's a cheat on this level. When you get to the three balloons in a row bit, try and get three in a row. The top three are easiest. Now repeat this process...
  * Activate your X-ray specs.
  * Activate a coin to play the game.
  * If you haven't got three in a row, wait until you have normal vision again and try to get three again.
  * If you have three in a row, shoot two balls quickly, wait a second, then fire the last.
  * If you follow this process you will always get the five coins, which will convert into extra lives every 15 coins. You should repeat this until you have two lives.
- To solve the dizzy doors puzzle, activate the centre door, then the top left door, bottom left, top right, bottom right.

Level Four

- To get past the lasers, get fairly close to the laser generators. Wait until the beam is firing from the 3rd or 4th highest positions, then just walk across.
- To get things out of the display cabinets, just stand under them and jump up onto the case.
- You can stand on the edge of the paintings safely.
- To beat the cabbage-firing thing, jump on its 'head'.
- Use the crocodile heads to cross the rivers.
- Use the moving platforms to cross the chasm and the graveyard.
- On the purple section there are two and, on the dinosaur bit, three levers to jump on.
- To beat the mummy at the end, simply jump on it.

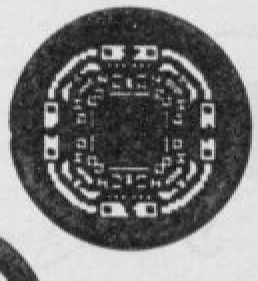
Level Five

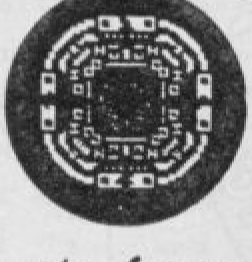
- The special fuel rod will only appear when you have put all the other rods in the reactor.

Well, thanks to Michael Early for those. Pip, pip!

PIXY THE MICRODOT 2

B McPherson has completed this rather good reader game and managed to get the map sent in. What a chap!





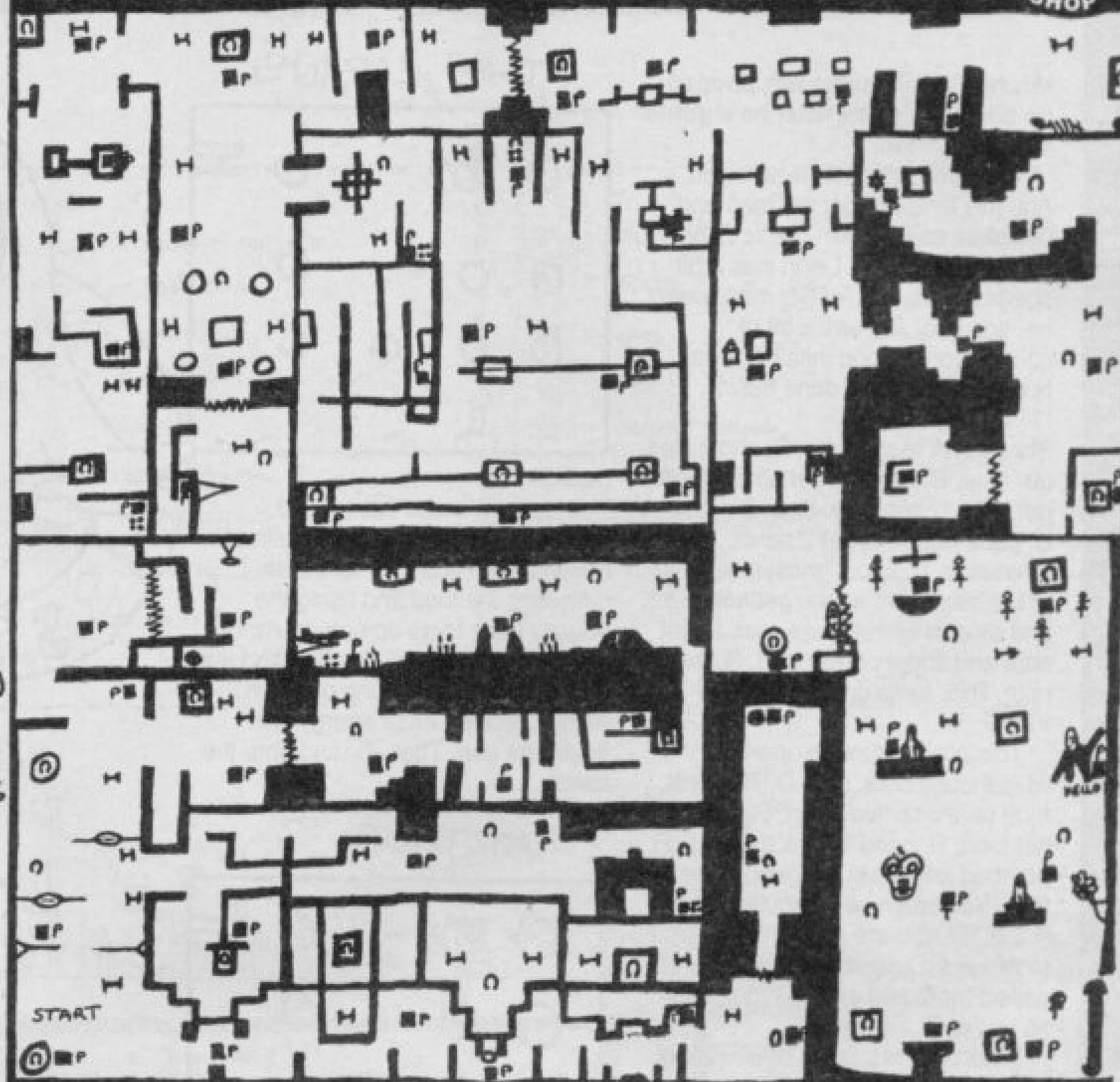
KEY: BARRIERS x 7

: COLLECT TO OPEN BARRIERS

P COLLECT THE PAGES TO ESCAPE

MAGNETS

END BARRIER WILL OPEN WHEN ALL PAGES COLLECTED



PRACTICAL POKES

JON NORTH's got a poke for every occasion. Here's a selection...

As I write, I haven't had a go of that Infy thing that was on the tape a month or two back – but unless it comes crawling in at an unearthly hour and puts on loud crap music, it definitely is NOT a Jon North simulator. Here's some code.

HACKERS ANNOYING

Nothing personal, lads, but I guess that being hackers of the month again is going to annoy a few people. But care I do not – I just publish listings like those below, for *Super Seymour* and another couple of *Dizzy* games. By the way, 128-ers, the line to remove the incompatibility bug stops the scrolly, but at least the game works!

SUPER SEYMOUR

```
10 REM SS by HA
20 LET A=6E4
30 READ B: IF B=999 THEN
RANDOMIZE USR 6E4
40 POKE A,B: LET A=A+1:
GOTO 30
50 DATA 221,33,192,93,17,175,0
60 DATA
62,255,55,205,86,5,48,241
70 DATA 33,129,234,17,105,94,
237,83, 43,94
80 DATA
1,40,0,237,176,195,192,93,175
90 DATA 50,128,249: REM INFY
LIVES
100 DATA 50,55,106: REM 128K
COMPATIBLE
110 DATA 62,182,50,248,184:
REM INFY TIME
120 DATA 195,0,95,999: REM
END MARKER
```

DIZZY DOWN THE RAPIDS

```
10 REM DDTR by HA
20 CLEAR 24319: LOAD ""CODE
24319
30 POKE 24375,87: POKE
24376,95
40 LET A=24407
50 READ B: IF B=999 THEN
RANDOMIZE USR 24319
60 POKE A,B: LET A=A+1:
GOTO 50
70 DATA 175
80 DATA 50,234,167: REM INFY
LIVES P1/2
90 DATA 50,71,136: REM INFY
ENERGY P1/2
100 DATA 50,61,143: REM INFY
APPLES P1
110 DATA 50,201,143: REM
INFY APPLES P2
120 DATA 195,0,128,999: REM
END MARKER
```

BUBBLE DIZZY

```
10 REM BD by HA
20 LET A=65E3
30 READ B: IF B=999 THEN
RANDOMIZE USR 65E3
40 POKE A,B: LET A=A+1:
GOTO 30
50 DATA 221,33,203,92,17,230,0
60 DATA
62,255,55,205,86,5,48,241
70 DATA
33,0,254,34,64,93,195,208,92,
175
80 DATA 50,224,168: REM INFY
LIVES
90 DATA
50,190,168,62,195,50,167,179:
REM INFY ENERGY
100 DATA 33,71,236,34,224,128:
REM SKIP INTRO
110 DATA 195,152,128,999:
REM END MARKER
```

BOULDER DASH CONSTRUCTION KIT

A tiny little lump to finish the page – Richard Swann's infy lives shouldn't take longer than a few seconds to chuck in. Get to it!

```
10 REM BDCK by RS
20 LOAD ""CODE
30 FOR F=36647 TO 36653
40 READ A: POKE F,A: NEXT F
50 RANDOMIZE USR 36608
60 DATA
175,50,61,235,195,0,192
```

Time to tootle off and get this month's Pokerama off to Ablex, so I'll quickly remind you to send your pokes and Pokerama wants to me, Jolly Jon North, at the usual YS address. See you in the scrolly.

TITANTIC

Michael Robinson has popped up again, let's see what he's got to say for himself...

Yoo hoo Linda it's Mikey again. And this time I've got the map and complete solution for *Titanic Blinky* for ya! Flip me, old Leigh was a bit sharpish with the *Tai Chi* map wasn't he, boo hoo! Anyway a bit of competition is good innit? Anyway hopefully he hasn't done this...

Shoot shell to get note, R, shoot flies, get note, R, U mast, get note, D, L, get note, L, get note, L get 3 notes, U, get 2 notes, L, get 2 notes, D, get 2 notes, L, U, shoot ghost things.

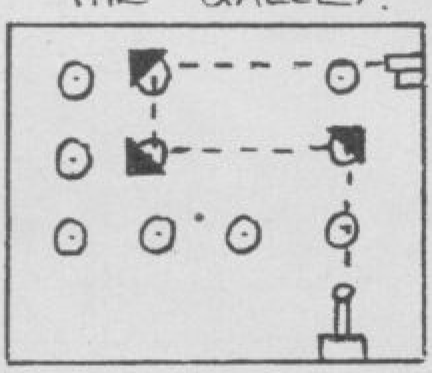
L, shoot them again, get note, Lx3, and drop of wheelhouse roof, L, get note and shoot parrot, L, U, R, get note, Rx3, jump on horn lever of funnel.

This plays a tune to open wheelhouse door. Lx2, D, R collect food (avoid spiked floor), R, shoot fly, get food, R, good food & harness, R, get food and mask, R, get oxygen tank. You can now go scuba diving.

Lx6, D, you are in sea, Dx2, collect tooth, avoid anemone, along R and collect teeth and extra oxygen tank as you go.

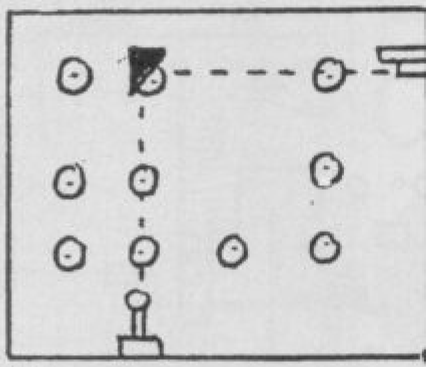
When you reach the other side of ship, Ux2, collect last tooth, you can now climb the anchor. Dx2, Lx2, climb anchor to airlock, Dx2, L. You are now in the control room to get to other decks. First arrange the target like this by shooting at them:

THE GALLEY.



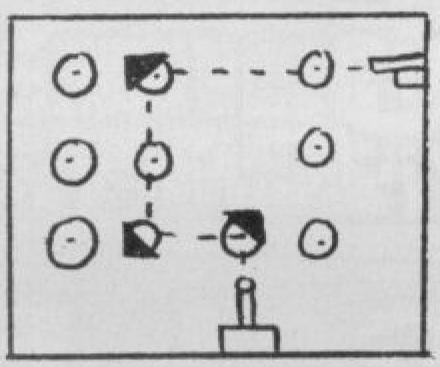
Walk on the lever shown and the gun thing will be triggered and will fire a bullet which will rebound and hit you on the switch. This turns you into a walking cake (yes well!) and you will be whisked off to the ship's galley at the right-hand switch. In here proceed, L, collecting food and avoiding the flies 'til you reach the bullets. Collect these and jump on the switch to the left. You are now back in the control room. Do this

THE CABINS.



next...
You are now in the cabins and wearing a gas mask, well the sheets haven't been changed for years. L, collecting the food and using the bouncy beds to go up and down. On this deck you can kill the flies and the sheet ghosts by jumping on them. Also collect the extra energy and finally the gun. Then, D, and onto the switch.

ARTHUR J.

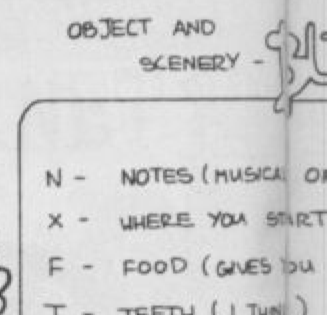


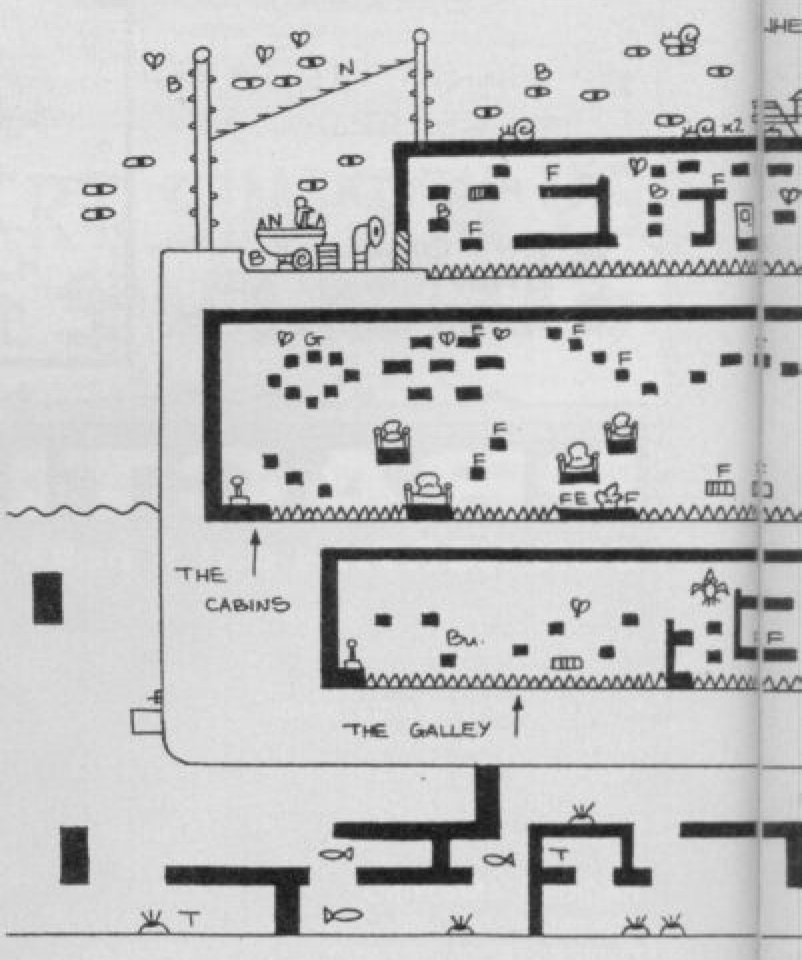
Finally do this...
You are now in the room with Arthur J Hackensack. He's really hard to kill

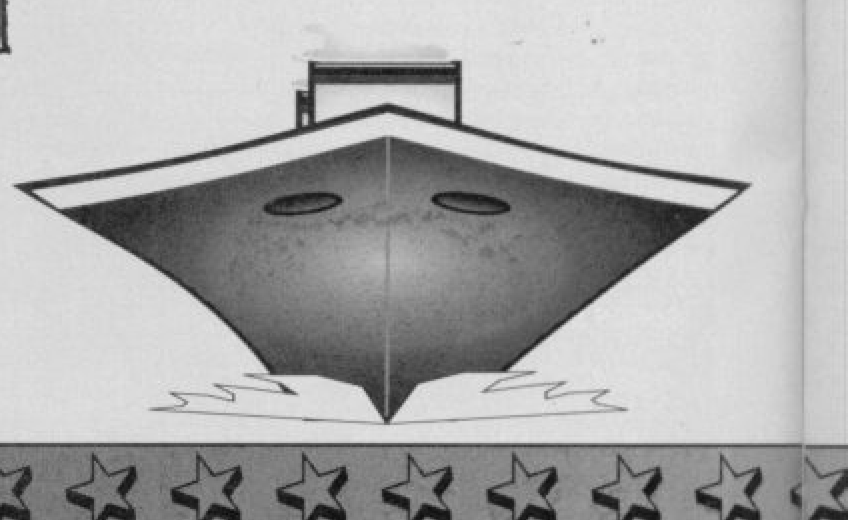


but this is how I did it...
When he's in the middle, jump and shoot up at him a bit. When he moves left or right follow him. Then, when he returns to middle, repeat 'til he dies. He explodes in a puff of smoke and it says 'Game Over' wow!

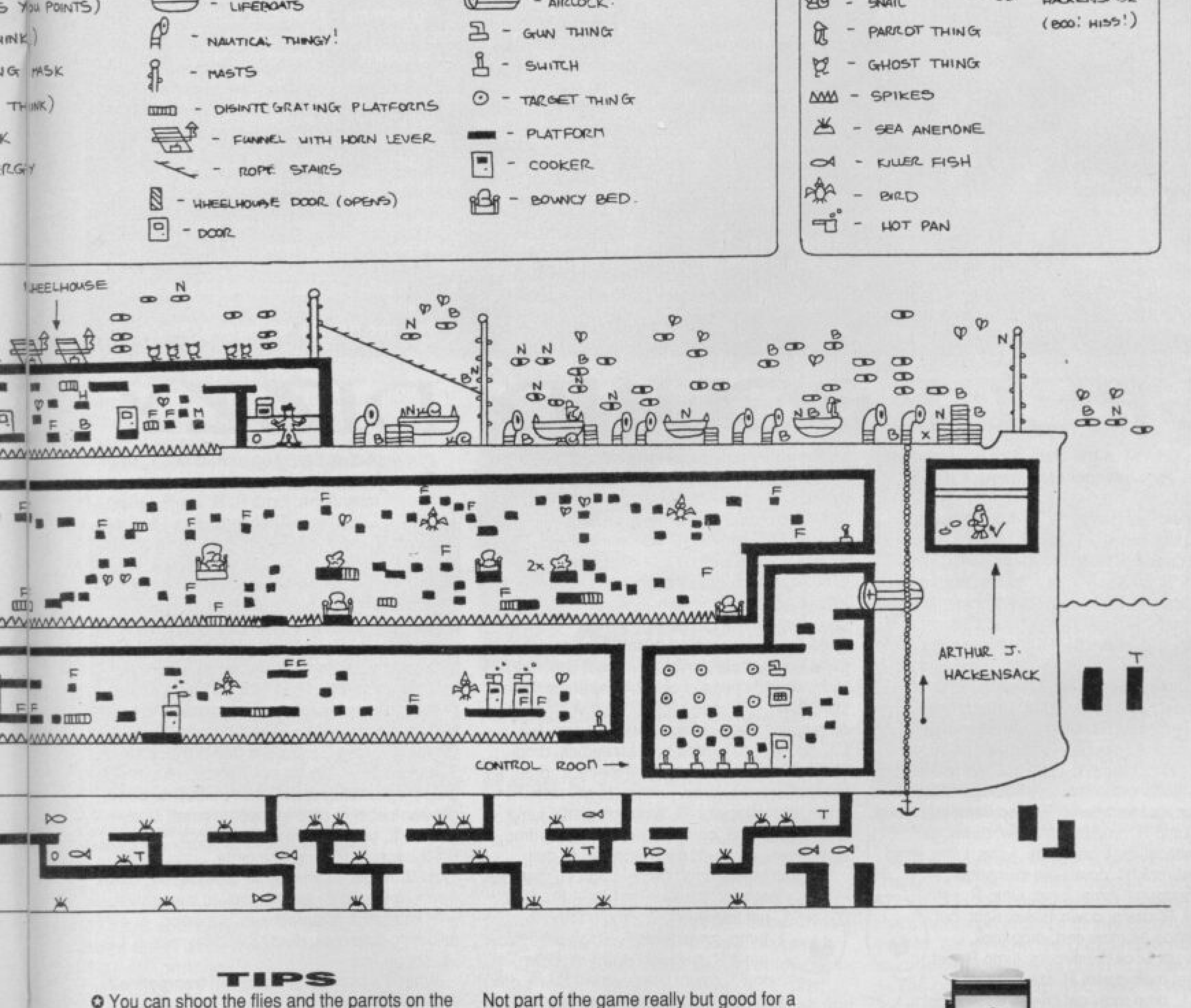








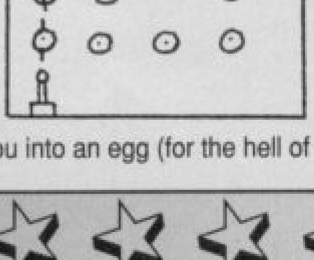
BLINKY



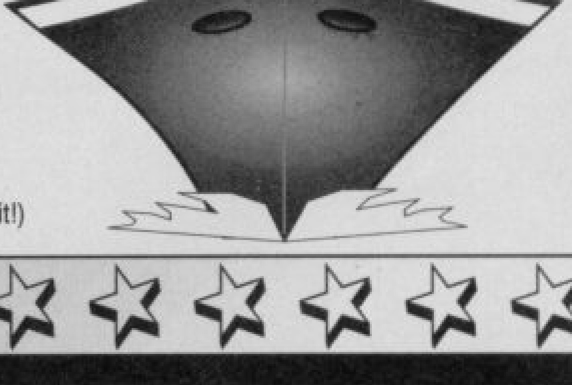
TIPS

- You can shoot the flies and the parrots on the top deck but not the snails.
- In the sea, go along as quickly as possible as your oxygen runs out gradually and your energy bar goes down. The fish and the anemone sap your energy so avoid them.
- In the galley you can't shoot.
- In the cabins you can't shoot the flies etc, but you can jump on them from above to kill them.
- Don't drink and drive and er...Depeche Mode rule. Okay?

Not part of the game really but good for a larf! Do this:



This turns you into an egg (for the hell of it!)



DOUBLE DRAGON 3

Simon Lavery thought *Double Dragon 3* was easy, so he sent in some hints just in case anybody was having a bit of trouble. So, here's a quick look at all the baddies...

Level One – USA
✪ **Small Thug** – The trickiest. Attack anyway.
✪ **Big Thug** – The easiest baddie of all! He only kicks once and then cowers off!
✪ **Bikers** – Easy. Move if you have to dodge and flying kick them.
✪ **Mega Thug** – Weed, weed, weed! You can kill him easily. Move onto the bottom part of the screen and stop. You will move left towards the hole. He will follow you. Jump over the hole and he'll fall in, he doesn't jump.

Level Two – China
✪ **Smelly Fat Ones** (?) – Tricky first time but easy later. On your first encounter with them, use flying kicks.
✪ **Big Kung Fu Nutter** – This is where it gets tougher. He puches and kicks. Flying kicks are safer, punch and kick later.

Level Three – Japan
✪ **Guy with Swords** – Hard, especially if there's more than one. These chop with their swords and use the flying kick.
✪ **Large Swordman** – Hard! He shoots funny ball things at you. When you hit him a few times, he multiplies into three.
✪ **Traps** on the first part of the level on the wooden walkway.
✪ **Spikes from Floor** – Nasty cos you can't see where they come from. They show when something is on top of them.
✪ **Spears in Wall** – These come out when you approach them. You can run past these, if quick enough.

Level Four – Italy
✪ **Nutters with Bows** – Very hard! They have a long hitting range, and can shoot arrows at you too! Punch or kick with a number one or a flying kick.
✪ **Armoured guy with Spear Thing** – Easy as there is only one of him. Watch out though, his range is very long! Flying kick, or get close and punch.

Level Five – Egypt
✪ **Desert Bikers** – See Level One.
✪ **Mummies** – Really hard! Have a very long range and are hard to kill! There are lots of them, and it's best to use flying kicks on all of them! Go through the door when they are all dead.
✪ On the puzzle bit, there's a door covered with symbols and an area of ground with symbols on too. Jump/walk onto the symbol on the ground matching the top one on the door or lose some energy. When the demon appears on the right, keep moving or it'll get you.
✪ **Rock Men** – Reasonably easy but watch out for the fists. Any move will get them. Warning! They teleport about! After killing some rock men you get a nasty surprise. I won't spoil it. After you defeat it, jump on the ledge and go through the gap.
✪ **Big Mummy** – Hard. Use any move, but watch out. Then it turns into...
✪ **Cleopatra** – Very hard! She whacks you with her hands, and shoots bolts at you. I killed her by keeping her at the side and punching.

Well, there's the baddie guide! Here's some tips to finish it off.
★ If baddies are behind you, run up to a wall/pillar etc, and do a flying kick into it. You'll spin round and clobber them. Ha!
★ A flying kick is worth one hit and floors them. Two punches/kicks are worth a floor and two hits!
★ The baddies of Japan cannot be harmed by the traps.

Well, gee. Thanks for the help, Simon.

SPELLBOUND DIZZY

Keith Borret is the chap with the solution for this eggscapade! Take it away, Keithy baby...

L, down, get trampette, L, drop trampette, jump, jump, jump L, L, get heavy rock, R, Down. get trampette, R, drop trampette, jump, jump, jump R, R, on mushroom, jump R, drop rock, get magic star, down, L, down, get trampette, L, drop trampette, jump, jump, jump L, L, get rock, R, down, get trampette, R, drop trampette, jump, jump, jump R, R, on mushroom, jump R, drop rock, down, L, down, get trampette, L, drop trampetter, jump, jump, jump L, L, on mushroom, jump R, jump L, stand on right of cloud, jump R, get star, jump L, stand on left edge of cloud, jump L, jump L, L, on whale, L off whale, get brake shoe, on whale, get start, R, R, R, down, get trampette, R, drop trampette, jump, jump, jump R, drop brake show, down, get trampette, L, drop trampette, jump, jump, jump L, L, get rock, R, down, get trampetter, R, drop trampette, jump, jump, jump R, get rock, R, R, down, down, down, right, put brake shoe on mine cart, drop rock, L, up, up, up, L, on mushroom, jump R, get rock, get rock, down, R, down, down, down, L, drop rock, get crystal leaves, get star, drop crystal leaves, on platform, walk to left edge, get railing, get star, drop railing, U, L, get hammer, R, down, R, R, R, R, drop rock, use hammer on bent railing, drop hammer, L, ride in minecart, R, on platform, jump R, get bag, jump L, jump R, jump L, get megaphone, L, get railing, get star, drop railing, L, get railing, get star, drop railing, get railing, get railing, on mushroom, jump, stand on left edge of cloud, jump L, L, get star, on platform, get star, R, R, R, stand on right edge of cloud, jump R, up, get star, down, L, L, down, L, get gold shamrock, drop railing, drop railing, down, get star, L, L, L,L, up, up, up, L, drop gold shamrock, drop megaphone, L, down, get trampette, L, drop trampette, jump, jump, jump L, L, get rock, R, down, get trampette, R, drop trampette, jump, jump, jump R, R, on mushroom, jump R, drop rock, down, L, down, get trampette, L, drop trampette, jump, jump, jump L, L, get rock, get rock, get rock, get rock, R , drop, get trampette, R, drop trampette, jump, jump, jump R, R, on mushroom, jump R, get rock, down, R, down, down, down, down, down, down, drop rock, get ceramic lid, up, L, stand on right of scales, drop rock, down, L, talk to Grand-Dizzy, get ear trumpet, on mushroom, jump R, R, up, R, up, up, L, L, talk to Theodore, give Theodore 5 stars and ear trumpet, R, drop ear trumpet, R, up, up, up, get star, L, L, down, get trampette, L, drop trampette, jump, jump, jump L, L get rock, get rock, R, down, get trampette, R, drop trampette, R, drop trampette, jump, jump, jump R, R, get megaphone, R, down, down, down, L, get ear trumpet, drop rock, drop rock, on platform, L, up, L, stand above Denzil, use megaphone to speak to Denzil, get Denzil's vibes, R, down, R, off platform, L, give 5 stars and Denzil's vibes to Theodore, R, R, up, up, up, L, drop ear trumpet, drop megaphone, drop Denzil's vibes, L, down, get trampette, L, drop trampette, jump, jump, jump L, L, get rock, get rock, get rock, R, down, get trampette, R, drop trampette, jump, jump, jump R, R, get shamrock, R, down, down, down, down, down, R, R, get star, talk to leprechaun, give shamrock to leprechaun, get weird talisman, drop rock, drop rock, drop rock, L, L, up, up, up, up.





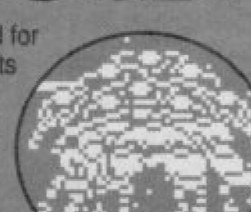
What's a trampette – a small trampoline? Or a lady tramp?

WORLD CLASS RUGBY

Get those stripey shirts on, choose a number, tie your laces and start scrumming!



On *World Class Rugby* in scrums and rucks, circle the joystick instead of left or right and you will get a faster and more powerful push. When playing against the computer, use diagonal to diagonal to make it hard for the computer. In line outs use the loop. Sometimes it works out that the computer can't touch you if you run down either touchline.



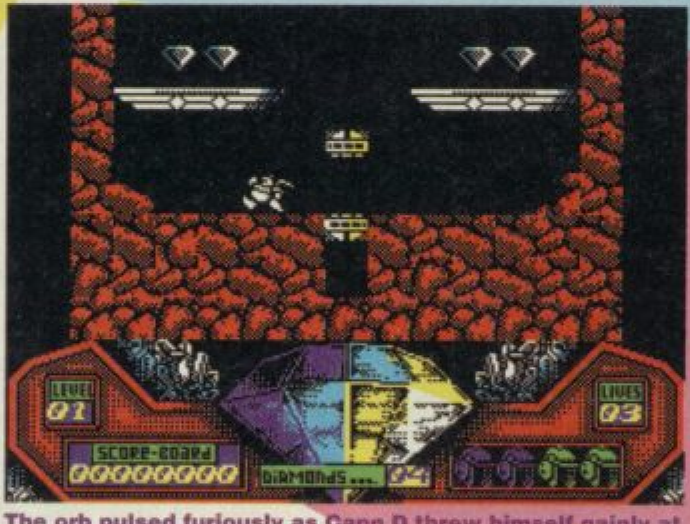
Thanks to James M and Paul P for that.

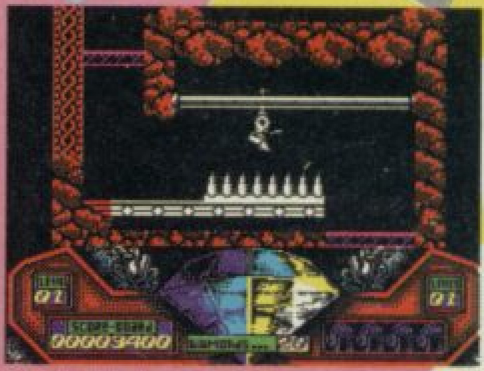
MOLLY!

Well, that was a nice, full Tipshop! I've already got tonnes of stuff lined up for next issue, but don't let that stop you from sending in loads of lovely-jubbly tips and things. I'm Linda B and you can reach me at the YS Tipshop, 30 Monmouth Street, Bath, Avon BA1 2BW. Pip! Pip!

CAPTAIN DYNAMO

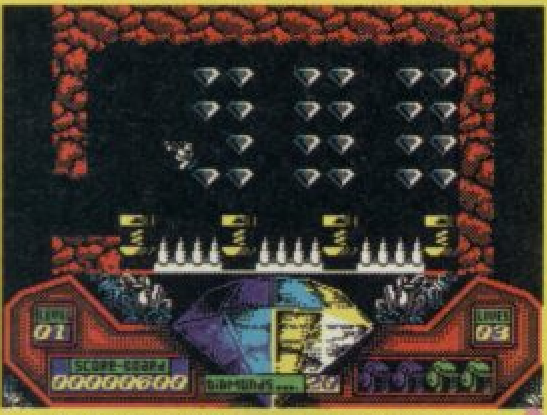
CodeMasters have discovered the hero of the future. He's called Ernie and he's the fastest pensioner in the west. We sent Linda Barker off to meet him cos she thinks old men are sweet!


The orb pulsed furiously as Capn D threw himself gainly at the matter transferer. The only things that could save him now were his lycra jogging pants with glo-bear tassles.


But then disaster struck; the elastic in his knickers snagged on a passing pylon and he nearly lost his bus fare home down a nearby drain.

YS MEGAPREVIEW

Superheroes are an odd breed, the male version wear tights and the female version wear as little as possible. What's more, their names are all preceded by a rank like Captain or an extravagant adjective like amazing, incredible or fantastic. I don't really understand what makes a superhero. I mean, why isn't Batman a superhero? Or Judge Dredd? Maybe it's something I'll never grasp.


"Lawks!" Thought the Captain. "I've only gone and forgotten to record Press Gang," as he sailed gracefully onto a large spike.

Still, it's time for all the old definitions to be questioned and overturned, cos it's time to meet a new kind of superhero. He may wear tights and have a ridiculous name, but he's still pretty darn different. Y'see, our new chap has got a free bus pass and he can get into the cinema for a quid less than us mere mortals. Ladies and gentlemen, a moment's silence please for... Captain Dynamo. Hurrah! *Captain Dynamo* represents the Codies' latest attempt at world domination. This could be the first mouldy, oldie Speccy hero of all time – prepare to be amazed.


"Right Sproggins. As you're new to the YTS scheme here at Sizewell, we'll start you off in the Completelyharmlesshonestsuperhero generating room. Mind out for spiders now!"

Here's Dynie!

If you ever met Ernest P Dynamo, age 75, you'd think he was just a harmless old man who calls girls 'gels' and buses 'omnibuses'. But he isn't. Ernest is none other than... Captain Dynamo. As soon as he pulls his super cape around his sagging shoulders, places his super cap upon his shiny pate and puts his teeth in, Ernest becomes the guardian of all that



we hold dear – truth, justice and the American way. Except he's probably English.

So that's what Ernest is all about, how about the game? Well, there's this mad professor called Augustus Von Flyswatter who, at the grand old age of 72, has realised that he's never going to achieve his lifetime ambition of world domination. In despair, he decides to chuck it all in and go and spend his twilight years on the moon. He's built a rocket and, as a last nasty gesture, he's stolen a whole trunkfull of diamonds.


When the dust cleared he realised his mistake; it was written in Sanskrit *not* Swahili

At this point we welcome another character – Lady Phillis Uppenhoofen, age 81. Philly is the owner of the diamonds and she's none too chuffed at this recent turn of events. It's all down to Captain Dynamo to stop Von Flyswatter's rocket from taking off. As the grand old Cap, you have to teleport yourself around the prof's hideaway avoiding traps and obstacles and collecting the stolen diamonds. *Captain Dynamo* is a vertical scroller with plenty of conveyor belts, moving platforms and ropes to deal with It's tantalisingly tricky and we should have a review next issue.

MEET THE OLDIES!

Ernest P Dynamo

Ernie is 75 and he has a lovely room of his own in the north wing of the Happyvale Home for the Elderly. Ernest sits in the garden when it's sunny, and watches television when it's too chilly to do anything else. He likes to go down the market and talk to his friend who owns the hardware stall, and sometimes he goes to the cinema. But Ernest doesn't like too many of these modern films – they're a bit too violent for his liking. He enjoyed Honey I Shrunk The Kids though, and he's a big Steven Speilberg fan.

Lady Phillis

The diamonds are all Lady Phillis has left of her past glories. In her youth she was considered one of the most beautiful women ever to appear at court and she married the very rich and, more importantly, very old Lord Uppenhoofen when she was just eighteen. He didn't make it past the honeymoon and Philly was well set up for life. Unfortunately, a life spent frolicking on the golden sands of Bermuda and Monte Carlo took its toll. At the age of 70, after 52 years of living on champagne and lobster bisque, Lady Phillis found herself almost poor.

FAX BOX

Game	Captain Dynamo
Publisher	CodeMasters
Programmers	Lyndon Sharp and Peter Ranson
Release Date	June
Price	£3.99 cassette

Grell and Fella

CodeMasters
☎ 0926 814132

Grell is a goblin, Fella's a fairy. Patrick Macnee is an actor and Herbie is a sentient Volkswagen, but these two have no bearing on this preview so let's forget 'em, eh? The first pair are a couple of odd job workers who have been contracted to weed a garden. But this is no ordinary garden. Some evil witch (for the sake of argument, let's call her Ethel) has cursed the earth, killing off all the flowers. More than a bit narked, the wizard who now owns the garden (let's call him Phillip) hires the groovesome twosome to sort everything out.

Grell And Fella is an incredibly colourful cross between a horizontally-scrolling beat-'em-up and *Gardening Together*. Fella flits about the place, sprinkling fairy dust on the earth to cultivate it. This leaves the way clear for Grell to plant a few seeds, which will grow into flowers if the bewitched beasties of the garden are kept at bay. In the time-honoured tradition, our green-fingered goblin does this by thumping them about the head. The game looks set to be a smasher, with plenty of platform action and a wee bit of strategy as you decide the best place to plant your flowers. There's even a weapons emporium thrown in for good measure – now you too can buy a fireball to incinerate that nasty ol' bunny rabbit. (Aawww.) Keep one eye peeled for *Grell* – barring overnight frost, we'll be reviewing it next ish. ✪



As the mushroom cloud blossomed in the background, Fido scrambled for his blue ball for the last time.

FINAL APPROACH

The Three Best Ways To Weed The Garden

- Wait for a really nice day. Weeding cannot be done unless the sun is blazing down, and there's a cool breeze gently blowing across the garden. As soon as the weather is perfect, put on an old pair of overalls, step outside, realise the day is much too nice to waste and go to the park instead.
- Dig up all the plants in your garden. The ones that grow again are weeds, and can be dealt with accordingly.
- Set fire to your garden. In a few minutes, the blaze should spread to the house next door. Call the fire brigade, and when they arrive ask the fire chief to recommend a good Spanish horticultural consultant. Leave the country before charges of arson are brought, buy a villa with a small garden and hire the horticultural consultant to weed it.

FAX BOX

Game	Grell And Fella
Publisher	CodeMasters
Programmers	Big Red
Price	£3.99 cassette
Release Date	May/June

Bangers and Mash

Alternative
☎ 0977 795544

Mischievous chimps, eh? Not only do we have Biff causing a ruckus elsewhere in the issue, but Bangers and Mash are poking their respective noses in for a bit of fun. Based on a world-famous TV cartoon that no-one here at YS has heard of, the game follows the adventures of the prankster pair as they attempt to gather fruit for a large pie their mum is baking. Bangers, the, um, chimp who isn't Mash, is sent out into the forest to scour for windfalls. In the meantime, Mash, um, the chimp who's left, stays at home. Or something. You play Bangers as he leaps and scampers about the wood, grabbing goodies and flinging mud pies at the bad guys.

Bangers And Mash, the game, looks set to be a spanker. The graphics are big, colourful and clear, and the vertically-scrolling playing area is packed full of action. Not only do you have to fend off the woodland creatures, but you also have to contend with a loony witch called Mrs Snitchnose and her collection of pet dead things. These are markedly tougher than the furry villains of the treetops, requiring several squelchy mud pies to repel. It all sounds jolly bizarre, which by a lucky coincidence is the name of the coding team. They're the chaps behind *Popeye 2*, so if *Bangers* captures that game's manic playability, we should be in for a treat. The prospects certainly look good if the demo copy's anything to go by. There are loads of bonus items scattered around, and the whole thing plays smoothly and quickly. Grab a branch and hang around for next month's YS, when we'll be reviewing the game in full. ✪



Then, just to prove that there really was life in his old frame, Boney leapt out of his grave and bashed his skull on a floating toilet cistern.

FINAL APPROACH

How To Impersonate A Chimpanzee

- A convincing pelt can be made from an old diving suit, several wigs and a roll of sticky tape. Do not worry about hair coming out of the wigs – collect it up in a bucket, as it will come in useful later.
- Fashion a prehensile tail from an elasticated sock and six pipe cleaners. Attach this to the pelt with more sticky tape. Put on the pelt.
- Smear glue on your face and plunge it into the bucket of hair.
- Smile! You're now a chimpanzee.
- Stay away from zoos and men wearing loincloths.

FAX BOX

Game	Bangers And Mash
Producer	Alternative
Programmers	Richard and Paul at Bizarre Developments
Price	£3.99
Release Date	March

TOTAL! The only magazine dedicated to Nintendo gamers. So if you own an NES, Game Boy or a Super NES then...

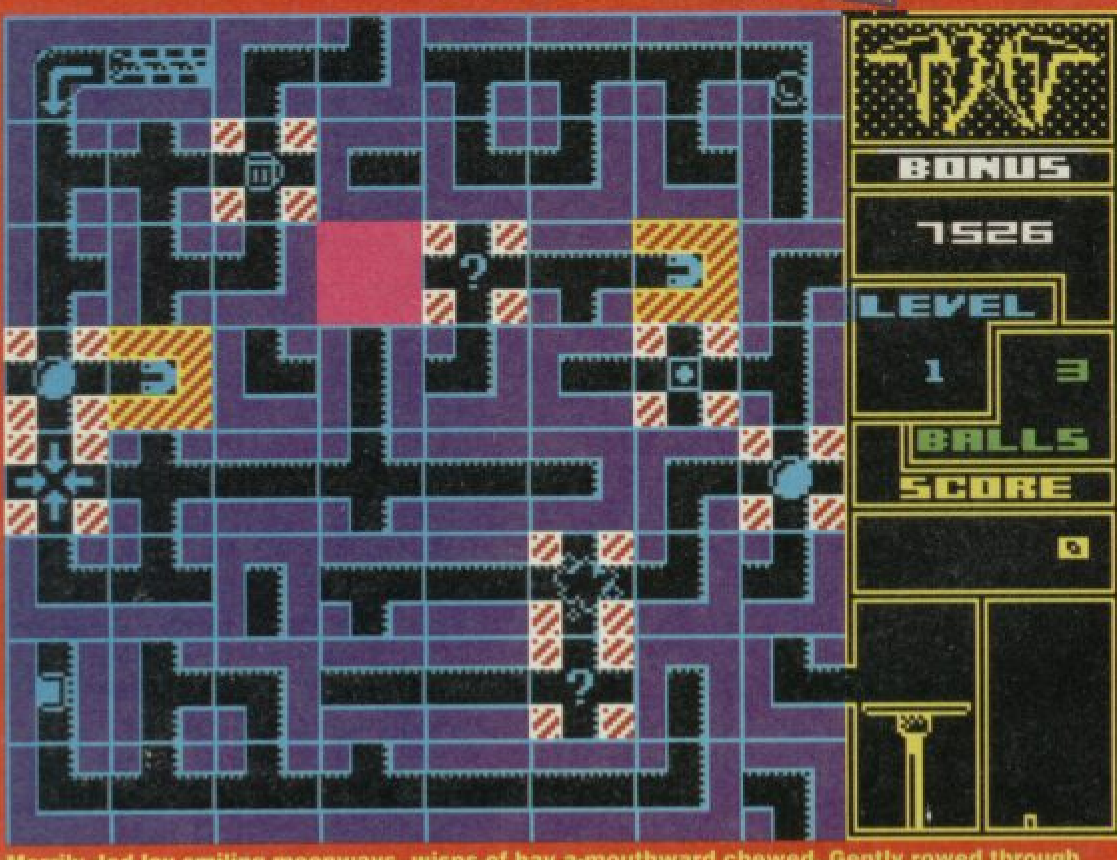


... Make sure you also own a copy of TOTAL! Issue four is out NOW!

Tilt



Norman was a big-hearted chap, and gave freely of his time to charity. He lived a blameless life, and was struck by lightning.

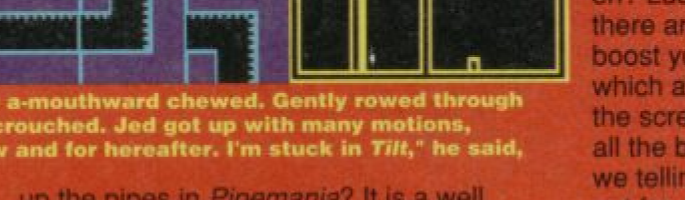


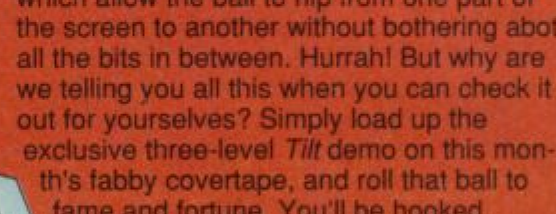
Merrily Jed lay smiling moonways, wisps of hay a-mouthward chewed. Gently rowed through rolling mist came champion Sal, most damply crouched. Jed got up with many motions, stroking onions passing by. "Warm greeting now and for hereafter. I'm stuck in *Tilt*," he said, with glee.

Linel
☎ **Soundware 0462 851007**

Puzzle games are amongst the most addictive in the world. I mean, who hasn't spent their last 20 pee on *Tetris* and had to walk home? How many self-respecting Specchums haven't wasted hours trying to link up the pipes in *Pipemania*? It is a well known fact that puzzle games are amongst the best in the world, which is why we in the Shed are so excited at the prospect of another one.

Tilt is a teaser that'll have your brain working overtime from beginning to end. In fact, your brain will be tingling so much that you'll have to take to wearing a woolly balaclava just to prevent it jumping out of your nose and bouncing away sobbing into the night. Like most puzzle games, *Tilt*'s unnervingly simple. You'll have no problem working out what to do, but you will have a hard time knowing when to stop. The idea is to get your little ball from one corner of the screen to the other through a series of pipes. The thing is, dotted around the playing area are little shortcuts that the ball takes advantage of. You've got to join the pipes up so that your ball can only go in one possible direction. The fact that the ball seems to enjoy rolling off in any direction it fancies doesn't help matters. Neither do the traps left lying around the screen. Some gobble up your ball straight away, while others cause a little blokey to rush onto the screen and filch one of your oh-so-valuable lives! What a rotter, eh? Luckily, it's not all bad news. Here and there are bonus squares - roll over these to boost your score. There are also tunnels which allow the ball to nip from one part of the screen to another without bothering abot all the bits in between. Hurrah! But why are we telling you all this when you can check it out for yourselves? Simply load up the exclusive three-level *Tilt* demo on this month's fabby covertape, and roll that ball to fame and fortune. You'll be hooked before you know it!





Jim was losing heavily. With great stealth and cunning, he diverted attention away from the fact by flying a huge plane across the screen.

THE FACE BEHIND THE PUZZLE

Tetris

This is undoubtedly one of the best games ever and nobody has ever been able to work out why. All you have to do is twist little blocks around so that they all form lines and disappear. the programmer of Tetris is now a multi-millionaire but, being Russian, he spent all his money on visits to Lenin's tomb and East Berlin. One weekend in March 1988 he went to East Berlin and spent 5000 roubles on coffee and jam doughnuts in the Alexanderplatz Hotel.

Pipemania

In this one, the whole world was under threat from burst water pipes. As Bill Parks you had to fit all the pipes together and thus prevent global flooding. It was completely daft and completely brilliant. The chap who came up with this novel gameplan was actually called Bert Parker and he was in fact a plumber. Apparently, he tried to sell his idea to various software companies but they were having none of it, as the saying goes. For the past few years Bert has been trying to prove that he is Bill Parks, unfortunately Bert is known to the whole of the legal profession as a compulsive liar. He has not helped his case by standing outside the Virgin Megastore in London and claiming that eggs make you passionate.

FAX BOX

Game	Tilt
Publisher	Linel
Programmer	Steven Nunn
Price	£10.99 cassette/£15.99 disk
Release Date	April, 1992



HAYLP!



Here once again, to prove that we love you all, Hutch and Linda delve deep into the human psyche and come back with a can of Lobster Bisque.

YOU JEST SIR!?

I've got a bit of a problem (shock, horror). I'm wacky. In fact, everybody in my class is wacky and we seem to have a little gang, but that's nothing to do with it. There are eight boys in my class, but I am the wackiest of them all. The problem is, I don't think any of the girls in the whole of the Cornwall fancy me. Is it because I'm so wacky that in my spare time, as well as playing on my Speccy, I watch Monty Python videos to learn how to do funny walks, or is it because I'm just not good looking?
A strange boy and
Manchester Utd supporter

Hutch says: *When I was at school I used to get up to an amazing series of japesterish pranks including, hanging out of the top floor of the teaching block by my school scarf, hanging out of the top floor of the teaching block by a fire hose, hanging out of the top floor of the teaching block by my best friend's Adidas bag and hanging out at the headmaster's office waiting for a swish of fibreglass on my botty.*

Anyway, boys mess around and girls generally think they're prats for doing it. The only answer is to either stop messing about (far too boring), or wait until the girls realise that we're just built differently and messing about is part of our genetic make-up. Girls tend to go for mature boys (ie - in the year above them at school) and they generally have a completely rotten time. I say chill out, prat about, goof about and have a laugh. The girls will come around to your way of thinking in their own time.

Linda says: *A lot of girls tend to be put off by wacky boys cos they think it's just showing off. Girls like these are best ignored, they only ever laugh at Just Good Friends.*

Some of the sexiest boys I know spent their entire teens reciting the dead parrot sketch. Still, they are now fully integrated members of society and, what's more, they know how to have a good laugh. Like Hutch said, just carry on having a good time and the right girl'll come to you. You'll know when she does – she's the one who'll laugh when you're funny and often pretend to be a grape. Or something.

LOVE, LABOUR AND LUST

It's Wednesday night, the time is 10:55 and I'm lying in bed writing this letter to the only people who I can trust with my problem. It's like this you see, I really, really fancy this girl and I wondered if you could advise me on how to ask her out as I'm shy at these kind of things. Her name is Hannah in case you were wondering. Please help me overcome my shyness and give me the confidence to ask her out, even a few romantic lines will help. You must help me. I can't go on any longer!
Mat
Spalding

Linda says: *Try the old "I fell in love with you the first time I ever saw you. It was... (in the schooldinner queue, or where ever)... and I've been meaning to tell you for ...(however many years, months, weeks you've known her)." It works every time.*
Hutch says: *Right ho Mat. The first thing to do is try and establish whether Hannah fancies you back. Quite often this is completely impossible, although the hints on page 55 might help. However, if all else fails there really is only one course of action; namely try and get her on her own and simply ask her if she'd like to go to the cinema, accompany you to the park, come horse riding, or see your stamp collection. Don't ask her to go out with you, because it's a bland, corny and usually fatal thing to say which girls usually giggle at (I speak from experience here). Asking her to do something else, with the lights on and other people around is less threatening and she's far more likely to say yes. Then once you're on your date you can get to know her a bit better and arrange another date, possibly at night. Remember this though Mat, nothing ventured, nothing gained, or possibly seize the day. Either way, go for it.*

A PECK PERCHANCE TO SNOG

I'm a bit distraught at the moment. You see, recently I met this fab girl called Rachel. I asked her out and to my surprise she said yes. We went to the cinema to see My Girl and we sat at the back. After a little while we were close enough to kiss each other, so we did. This is where it gets really horrible, because when we kissed I opened my mouth, but she didn't, so that she ended up kissing my front teeth. It was really embarassing and I didn't dare go near her for the rest of the film and I find it hard to even talk to her now. What should I do? This has ruined my life.
Dave
Finchley

Linda says: *No it hasn't. Poor Rachel's probably more upset than you are. I can just imagine her sitting there thinking that you probably really hate her and think she's really stupid for not knowing how to kiss properly. You know what they say – pick yourself up, dust yourself down, and start all over again.*
Hutch says: *I can't help thinking that you're over-reacting a bit Dave. All you did was kiss her slightly wrong, that's nothing to be ashamed of. Your best bet is to make up with Rachel as soon as possible and get back to the snogging. If the same situation arises again, laugh it off and try again. However, when you do go to kiss her next time, keep your lips a little bit apart and then see how things develop from there.*

PECKING ORDER

My problem is that I get picked on. Every day when I get the bus home, these three boys from another school pick on me. They only do it when I'm on my own, not when I'm with my friends. Often I end up walking home.
A James fan
Stockport, Cheshire

Linda says: *This is such a common problem and I know it sounds hard but you're going to have to sit this one out. I did.*
Hutch says: *Learn to box. I did.*

Right, clean the couch off before you leave. If any more of you are a bit hung up about something, then write us a letter at *Haylp*, Your Sinclair, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Oh, and bring some Jaffa cakes with you!

PROGRAM PITSTOP



CRAIG BROADBENT really is Mr Dedicated. He's been crawling about in dark garages, just to make sure you lot get your monthly dose of lists. What a chap! To prove it, here's the numbers...

There was nearly no Pitstop this issue, thanks to my not-too-bright-at-the-best-of-times neighbourhood postman. Y'see, he delivered this month's batch of programs to the dark recesses of my garage without telling anyone. Night came and it was time to put the car in the garage, it was dark (because it was night, y'see) and... Well, you can guess the rest! The post office, eh? At least it makes a change from British Rail!

Sifting through the debris I found that fate had smiled on me after all. Not only were the actual cassettes still intact, but there were a couple of corkers that I had no trouble picking out for this month's column.

TUNE MAKER

by A Sherwood (128K only)

I know that I appealed for less 128K-exclusive programs so that everybody could get the most out of Pitstop, but this one really was the best of the bunch and I just had to print it. Unfortunately, printing it meant testing it. And testing it meant spending an extrememly frustrating couple of hours in search of a +2 (cheers to Rachel and family for coming to my aid). Thankfully my labour was not in vain.

If you fancy yourself as a bit of a muso, then **A**'s program will be a godsend. Now, instead of having huge great chunks of your program used up as PLAY commands, you can just load up A's imaginatively titled *TuneMaker*. Simply compose a tune using the keyboard as a, erm, keyboard and then save it off for use in your own programs. In this way you can have 20 funky grooves, each containing up to 300 'messages'.

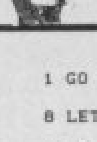
Tune notes are messages, but there are also messages at the beginning and throughout the tune representing octave changes, voice changes and that kind of thing. It's similar to MIDI.

All these messages are saved in the one array, I$. You can then load it back into your own program and be musically aware at your leisure. Alternatively, if you prefer to have ginormous PLAY commands throughout your program, *TuneMaker* will show you exactly what data to type in in order to recreate your tune down to the last quaver.

There's good news on the typing-in front too – there's no machine code to worry about, just good old BASIC. Hurrah! Simply type it in, not forgetting to enter underlined As in graphics mode, and save using SAVE "filename" LINE1. If you use this save option you'll end up with a copy of I$ on tape which contains the messages you then have to PLAY.

The controls are displayed on screen at all times. Worth checking out are the piano/flute voice changes, and the program's ability to play back tunes with bass or accompaniment parts. From what I've seen, the backing tunes don't seem to be saved along with your creations. Mind you, I haven't gone through all the fifteen zillion variables and I'm sure all you 128 experts can find a way to derive the backing tracks from the main track.

Oh, and don't store your tune 'til you're sure you've finished it. Cos, from that point on, you can no longer edit it. As far as compatibility goes, *TuneMaker* will run on any +2 or +2A, but I don't see why it shouldn't run on a 128 or +3 either. Go on, give it a try!




```
1 GO TO 1700
8 LET c$="O"+d$
9 IF d$="9" THEN GO TO 1500
14 IF d$="0" THEN LET c$="O0"
16 IF d$="1" THEN LET c$="O1"
17 LET p$=p$+c$(2)
18 PRINT AT 7,29;c$(2):LET f$=f$+c$:
GO TO 1500
40 LET a$="C":GO TO 1521
50 LET a$="D":GO TO 1521
60 LET a$="E":GO TO 1521
70 LET a$="F":GO TO 1521
80 LET a$="G":GO TO 1521
90 LET a$="A":GO TO 1521
100 LET a$="B":GO TO 1521
110 LET a$="#C":GO TO 1521
120 LET a$="#D":GO TO 1521
130 LET a$="#F":GO TO 1521
140 LET a$="#G":GO TO 1521
150 LET a$="#A":GO TO 1521
160 PLAY f$:GO TO 1500
170 LET i$=f$+"H": PLAY i$,j$:GO TO 1500
180 GO TO 1700
190 IF INKEY$ <>"" THEN GO TO 190
191 LET k$=INKEY$ :IF k$="0"OR k$=""
THEN GO TO 191
193 LET a$="N"+k$
194 IF INKEY$ <>"" THEN GO TO 194
195 GO TO 1531
200 LET b$="UX600W6T240"
```

```
201 IF INKEY$ <>"" THEN GO TO 201
202 LET a$=b$:GO TO 1540
210 LET b$="UX4000W0T240"
211 IF INKEY$ <>"" THEN GO TO 211
212 LET a$=b$:GO TO 1540
220 CLS :PRINT f$:PRINT ''"PRESS A KEY"
221 IF INKEY$ ="" THEN GO TO 221
222 GO TO 1781
230 LET l$(aa)=f$:LET aa=aa+1:IF aa>20
THEN LET aa=1
232 GO TO 1780
240 CLS :INPUT "TUNE NUMBER (1-20)? ";
ba:PRINT "TUNE
";ba;';l$(ba):PRINT "Q TO PLAY BACK"'
"W TO PLAY BACK WITH BASS
RHYTHM"'"A PLAY BACK WITH ACCOMPANIMENT"'
"0 TO FINISH":LET o$=l$(ba)+"H"
243 LET m$=INKEY$ :IF m$="" THEN GO TO 243
244 IF m$="q" THEN PLAY o$:GO TO 243
245 IF m$="w" THEN PLAY o$,j$:GO TO 243
246 IF m$="a" THEN PLAY o$,n$:GO TO 243
249 GO TO 1780
250 CLS :PRINT #0;AT 0,0;"Insert blank tape,
":SAVE "TUNE"DATA
l$():GO TO 1756
 260 CLS :PRINT "PLAY TAPE":LOAD "TUNE"DATA
l$():GO TO 1756
270 LET i$=f$+"H": PLAY i$,n$:GO TO 1500
280 IF LEN f$<15 THEN GO TO 1500
281 IF f$(LEN f$-1)="O" THEN :LET p$=p$
( TO LEN p$-1):LET
c$(2)=p$(LEN p$):PRINT AT 7,29;c$(2)
  282 LET f$=f$( TO LEN f$-1-(f$(LEN f$-1)
="$")-(f$(LEN
f$-1)="O")):BEEP .05,40:PRINT AT 4,29;LEN f$
  286 REM IF LEN f$<13 THEN PRINT AT 9,4;
PAPER 2;f$;" ": GO TO 1500
```

FRACTAL MANIFESTATIONS

by M P Carter

Challenging A for the 'I'm not telling you my first name' award is **M P**, writer of the first fractal-type proggy we've had in Pitstop for a fair old while. Again, it's entirely in BASIC and I'm not sure whether it can, strictly speaking, be classified as 'fractal'. But it does produce nice-looking pictures, so that's alright!

The lines are drawn from two points inwards and, as M P explains, OVER is used to good effect by generating more patterns. It's nice to see a bit of colour too. It may be short, but it's absolutely gorgeous, so type it in and save with SAVE "filename" LINE 1. May your fractals be manifested for the rest of your days!

```
10 REM Pattern thing
20 REM by M.P.carter
30 BORDER 7: PAPER 7: INK 0:CLS
40 LET b=INT (RND *7):LET c=INT (RND *7):
IF b=c THEN GO TO 4 0
50 PRINT #0; INK 7q PAPER 0;AT 1,5;
"FRACTAL MANIFESTATIONS"
 60 OVER 1:LET a=INT (RND *3)+1
 70 IF NOT INT (RND *3) THEN OVER 0
 80 FOR z=0 TO 175 STEP a
 90 PLOT 40,0:DRAW 175-z,z
100 DRAW z,175-z
110 NEXT z
120 PAUSE 100
130 LET b=INT (RND *7):LET c=INT
(RND *7):IF b=c THEN GO TO 1
30
  140 INK b: PAPEF
  150 GO TO 50
```



ATTRIB

by Chris Ridings

Chris' program works with the PLUS D disk drive. When up and working, it'll enable you to recover files or hide them from prying siblings. Attrib catalogues both normal and hidden/erased files. Type in the first letter of the filename and answer "y" when it shows your file, and "n" if it doesn't. Get those files sorted!



PLUS D disk

```
0 REM +D FILE ATTRIBUTES
10 CLS
20 DIM W$(256,19)
30 RESTORE:FOR F=1 TO 13:READ
W$(F):NEXT F:LET
W$(256)="HIDDEN"
40 DATA
"ERASED","BASIC","DIMENSIONED
ARRAY","ARRAY","NORMAL
CODE","SNAP 48K","MICRODRIVE
FILE","SCREEN","SPECIAL","SNAP
128K","OPEN
TYPE","EXECUTE","WHAT?"
50 PRINT "INSERT DISC AND PRESS
A KEY.":PAUSE 0:PRINT
"ATTRIBUTES V1.01":CAT 1:PRINT
60 FOR Z=0 TO 5:FOR Q=1 TO 10:
LOAD @1,Z,Q,50000
70 FOR F=50001 TO 50010:PRINT
CHR$ PEEK F;:NEXT F
80 PRINT " – ";W$(PEEK 50000)+1
90 FOR F=50257 TO 50265:PRINT
CHR$ PEEK F;:NEXT F
100 IF PEEK 50257<31 THEN GOTO
130
110 PRINT " – ";W$(PEEK 50256)+1
120 NEXT Q:NEXT Z
130 INPUT "FILENAME?
";D$:PRINT:PRINT
140 FOR Z=0 TO 5:FOR Q=1 TO
10:LOAD @1,Z,Q,50000
150 IF D$(1)=CHR$ PEEK 50001
THEN LET T=50001:GOTO 180
160 IF D$(1)=CHR$ PEEK 50257
THEN LET T=50257:GOTO 180
170 NEXT Q:NEXT Z
180 FOR F=T TO T+10:PRINT CHR$
PEEK F;:NEXT F:PRINT
190 INPUT "(Y)ES? ";E$
200 IF E$(1)<>"y" THEN IF T=50001
THEN GOTO 160
210 IF E$(1)<>"y" THEN IF T=50257
THEN GOTO 170
215 NEXT Q:NEXT Z
220 CLS:FOR F=T TO T+10:PRINT
CHR$ PEEK F;:NEXT F:PRINT ''''
230 FOR F=1 TO 12:PRINT F;CHR$
6;W$(F):NEXT F:PRINT 255;CHR$
6;W$(256)
240 INPUT "ENTER NUMBER FOR
FILE TYPE... ";S
250 LOAD @1,Z,Q,50000
260 POKE T-1,S
270 SAVE @1,Q,Z,50000
280 CAT 1:GOTO 60
```

DAFFODIL!

Well, another Pitstop draws to a close, and all that's left for me to do is beg and plead with you to send me your creations. Anything's welcome, especially revolutionary utilities and, for bonus marks, make 'em compatible with all machines. Although I might let you off if it doesn't run on the ZX-81.

I'm CB and YS lives at 30 Monmouth Street, Bath, Avon BA1 2BW. Catch you later, special llamas.



■ For sale - Spectrum 128K +2, including over 50 games, 13 *YS* mags and a Konix Navigator joystick. Will sell for £100. Buyers must be in Birmingham area. **Phone Matt on 0827 282553 after 6 pm.**

■ Spectrum +2A plus manuals, loads of software and two joysticks. All for £100! **Phone Mark on 0793 486697.**

■ Spectrum +2, all leads, over 190 games, interface, joystick, tape carry case, *YS* mags, and other Speccy mags/books - worth over £360, sell for £190 ono. **Phone Ben on 0533 777016 after 12 am (weekdays) now!**

■ Spectrum 128K for sale, with all leads, manuals, Kempston interface, joystick and over £350 worth of games (including *R-Type, Robocop, Last Ninja 2* and *Crazy Cars 2*). Everything boxed and in great condition, only £175. **Contact John on Guildford 69632.**

■ Spectrum +2, Multiface, over £300 worth of software, original manual, all leads, joystick, interface and lots of mags. Will sell for £190 ono - worth at least £400! **Call Ben on 0533 777016 on weekdays after 4pm.**

■ Spectrum 128, cassette recorder, joystick, interface and loads of games for £110 ono. Also, Multiface 1 - £20, video digitiser - £20, Microdrive and cartridges - £40 ono. **Phone John on 0946 66198.**

■ Spectrum +2, only nine months old. Over £240 worth of games (*North And South, Sim City, Power Up*) and joystick. All for £150. **Phone Will on 0629 812181.**

■ Spectrum +2A (boxed), all manuals, joystick and spare leads. Over £500 of software, some magazines, worth over £600, sell for £200 ono. Very good condition. **Phone James on 0202 623222 after 6pm weekdays.**

■ Spectrum 128+2 with joystick and magazines for £60. Also over £400 worth of games for £150. You can have the whole lot for £200! **Phone Nick on 0622 674603.**

■ Datel Snapshot - £5, Programmable joystick, Interface - £2.50, Currah Speech - £2.50, Currah two-way Interface - £2.50, *Crash* - Issue 17 onwards - 30p each, *What Poke?* mags - 50p each. **Ring Bill on 081 290 4946.**

■ Spectrum and games (including *Fighter Bomber, Sim City* and *Rainbow Islands*), loads of magazines and books, programmable interface and joystick. Worth £1500, will sell for £400 ono. **Call 0792 561107 on Saturdays and ask for Chris.**

■ For sale - Spectrum 48K complete with all wires and tape recorder - £60. Also the Horizons starter pack and 13 great games - £60. **Call Rhodri on 028 686 547 after school hours.**

■ Spectrum +2A for sale. Plus lightgun, games, mouse with *Art Studio* and £300 worth of games. Will sell for £200. **Phone Nick on 0483 421251.**

■ Spectrum 128 +2A. VGC. Boxed with joystick, two years of *YS* and other Spec mags, loads of games and manual. £300 ono. **Phone 0646 661335 after 6pm.**

■ Spectrum 128K +2A, 832 games and many demos, two joysticks, lots of mags and a folder of pokes. All for £250 ono. **0455 631331.**

■ Spectrum 128K +2A, two joysticks, lightgun, £300 worth of games and some magazines. All in mint condition. A bargain at £350. **Ring 061 370 6651 after 5pm and ask for Martin.**

■ Spectrum 48K (black) with tape recorder, two Kempston interfaces, manuals, loads of mags, leads, hundreds of games and anything else you need to get it going. Worth £340, will sell for anything over £150. **Phone 091 5846175 and ask for Andrew.**

■ Sex!! Only joking. How about a Speccy +2 instead? Includes 250 games. There's a Cheetah 125 and 60 mags. It's worth over £800, bargain of a lifetime at £200, no strings. **Ring 051 226 4292.**

■ For sale – Spectrum 128K +2A with manual and all leads, £450 of software including top games (*Robocop 2, Myth, Pang*) loads of magazines and tapes, printer lead, machine code course and cassette storage boxes. Worth £700 (approx). Will sell for £450 ono. **Phone 0977 512674.**

■ For sale – ZX Spectrum, with tape recorder, interface, Cheetah 125 + joystick, over £200 worth of games, will sell for £170 ono. **Phone Lee on 0656 863050 (weekend only after 7pm).**

■ For sale – *SAM Coupé* with disk drive, Sam only *Defenders Of The Earth*, Master DOS, utility tape and disk and emulator to load Speccy 48K software. The lot for £200. **Ring James after 4pm weekdays on 0902 788788.**



■ Loads of games for sale. For more info **phone Andrew 0634 861975.**

■ 17 +3 games, £20. 17 +2 games, £13. Cheetah StarProbe, £12. Kempston Interface, £11. Cheetah 125+ £5. Individual prices, or the lot (plus 16 mags – £45). **Phone 0533 879161.**

■ I'll swap *New Zealand Story, Quattro Coin Ops, Cricket Master, Cabal, Gilbert Escape From Drill* and *Magicland Dizzy* for *Teenage Mutant Hero Turtles.* **Ring Stephen on Birmingham 321 1325 after 4.30pm.**

■ I will swap my *Dragon Ninja, Quartet*, three packs with five or more games and *Advanced Flight Trainer* for your *Fists Of Fury.* **Phone Liam on 0368 63230 4.30 – 8pm.**

■ I will swap *Paperboy* for *Dizzy Panic* or *Slightly Magic.* **Phone Craig on 021 964761.**

■ I will swap my *Turtles, Chase HQ 2, Turbo Outrun*, for your *Bak 2 Skool, Rick Dangerous 1* or *Super Off Road Racer.* One for one, two for two, three for three. **Phone Stewart after 4pm on 0382 737324.**



There's asomething slightly different happening with Input Output this month, from now on ads which sell things cost £5. This applies to hardware and software, but not to those of you just wanting to swap things. Okay?

■ Is there anyone out there who doesn't want any of their games, if so I will swap them for some of mine. **Phone Gavin on 0604 811542.**

■ 128 Spectrum games for sale. Few Sam Coupé demos, some magazine covertapes, full pricers, budgets and the *Dizzy Collection.* Also, mag cuttings, tapezine with Games Tips booklets, and Cheetah joystick. £60 ono the lot. Bargain! **Phone Philip on 0742 400320.**

■ I'll give you my *Switchblade, Batman 1* and *Afterburner* for your *Transformers, Renagade 1, Renagade 2* and *Renegade 3* (128K only). **Phone Colin on 0736 816856 4 – 8pm.**

■ Over 70 games for sale. Will sell for £115 ono. Worth about £250. Must live in Newport area. Excellent barg! **Contact Jason on 0633 412778 weekend mornings.**

■ SAM Coupé *Specmaker* and *Pipemania* for sale, £7.50 each. Also, Sony TCM-818 cassette recorder vgc, £10. **Phone Marc on 0522 702801.**

■ Games for sale – budgies and full price. Good selection of both. Wanted, decent games like *Robocop, E-SWAT* and *Super Monaco GP.* **Ring Leigh Mon – Sat after 4.30pm on 0246 811385.**

■ I will swap my *TMHT* for *Golden Axe*, and my *Little Puff, Guardian Angel* and *Olli & Lissa* for *Shadow Warriors.* **Phone Christopher on 0843 46427.**



■ Wanted! Shadow Warriors on disk. Will swap for *Total Recall* disk. **Call Matthew on 0272 618317.**

■ Wanted! *American Football, American Football 2* and *Derby Day*, originals only. Will pay up to £7 for each of them. **Phone Phil on 0925 811062 after 4pm.**

■ Wanted! *BTTF 3, Shadow Dancer, Battle Command, E-SWAT, Altered Beast, The Untouchables, Red Heat, Terminator 2, Renegade 3, New Zealand Story* and *Rainbow Islands.* I will swap a mixture of my games for them including *Robocop 2* and *Total Recall.* One for one, 128K cass only. Originals only. **Ring Martin on 0305 268926.**

■ Interface 1 wanted - must be in working order. **Phone Chris on 0272 864306.**

■ Desperately wanted! *Avalon* for the 48K Spectrum. **Phone Huw on 0656 786555.**

■ Alwight, does anyone out there wanna swap their *Supercars* and *North And South* for my *Night Shift, Nightbreed* and *Frankenstein*? Originals only. **Contact Adam on 0229 62875.**

■ Can anyone supply *Bumpy* from the April 1991 covertape? Costs reimbursed. **Phone 0633 866214 and ask for Peter.**

■ Wanted! Good Speccy games. Must be all your own work. I will look at, and reply to every tape sent. Turn your games to cash now! **Phone Dave on 0277 202058.**

■ Wanted! Wargames such as *Overlord, Desert Rats* or *Battle Of The Bulge.* Will pay. **Tel 021 471 1943 on Tuesday, Thursday or Friday after 7.30 pm. Ask for Paul.**

■ Wanted! Printer, monitor and Interface etc for QL machine. Must be totally compatible. **Call 0452 700 303.**

■ Wanted! *Artist 2.* Will buy, or swap for *Dan Dare 3, Robocop 2* and *X-Out.* Phone 0232 703426 and ask for Carl.

■ I will swap *Gazza's Super Soccer, Battlefield* and *The Real Ghostbusters* for *Turtles* and *WWF Wrestlemania.* **Call Peter on 0662 658738.**

■ Wanted – Disk drive + interface for Spec+2. Preferably +D but any drive will do. Will swap for Atari 800XL 62 key keyboard, 39 games. Needs new tape recorder but still loads. **Phone 0202 743473 and ask for Robert.**



■ *Megă-mix* magazine, special price for issue one - only 99p. Compos galore, contains Spectrum Amiga, Nintendo. **Phone Neil on 0506 855174 after 5pm.**

■ Howdy! Me and a friend are writing a fanzine called *Vamp!* which is for Atari St's and Spectrums, and it'll be crammed with all the usual groovyness. For more information **phone Garek on 0856 2433.**

■ Play by mail. Role playing with a difference. All free. Just an sae every time. **Phone Jason on Portsmouth 255668.**

■ For sale: *Your Spectrum* – all issues except No 2. *Your Sinclair* 1986/1987 all except August 1987. *Sinclair User* 1987 – all issues. Offers? **Tel Bryan on 051 608 4787.**

■ Buy *Sinclair News* now, a magazine with news, reviews and tips. First 3 orders get free mags. **For details phone James on 0954 51519.**

■ *Smash* – a new Tapezine for the Speccy, Issue One available on October 1st, only £1.20 including the tape and postage. This issue contains hundreds of cheats and Multiface pokes, plus one heck of a lot more. Call and order your copy now! **Contact Paul on 0267 222074.**

■ For sale: old *Crash* mags, numbers 40,41,43,46,48 – 68, 90 – 94. Collectors' items! Most with free tapes included. £30 the lot or £1 each. **Phone David on 0964 622942.**

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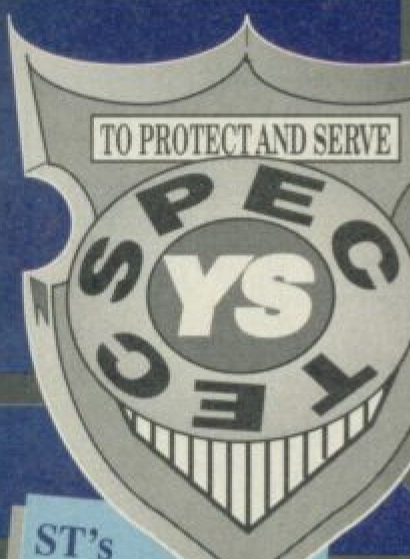
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Got a problem? Get it solved! With

ADAM WARING

SPEC TEC



ST's had a bit of bovver with a break in, but he's still made time to answer all those letters...

Hi fans, it's your favourite crime-buster and screwdriver-wielder here! And I don't mean the type with a paper umbrella and a dash of orange. I'm strictly a bourbon man myself.

Nothing much has been happenin' round town to keep a guy busy, so I've got my feet up on the desk and I'm waiting by the phone for those calls of distress. Hmm, that's strange. I'm sure the phone was here when I locked up the office last night. Talking of that, I couldn't find my keys this morning, so it was lucky that the door was already open when I got here!

Anyway, while the work's not coming in, I may as well answer some of your techie teasers. (just to pass the time, of course...)

TWO FACED

I have just started writing BASIC games on my +2A. I have made two different fonts for my game using the *OCP Art Studio*. The problem is, I don't know how to switch from one font to the other quickly without having to keep on loading the other one in again. I have tried using the RAM disk but I couldn't get it to work. Another problem I have is to do with loading screens in. How do you stop it from showing the bottom two lines, then printing the whole picture on screen before clearing it? I just want the picture in memory, y'see. I would be deliriously grateful for any help you could give me.

James Verrall
Milton Keynes



Okay, first off, it's an easy matter to have absolutely tons of character sets in memory and switch between them with a twinkling of an eye. (Well, actually, the twinkling of a POKE is likely to be more successful.)

A system variable tells the computer the address where the character set starts. If you poke this to the start of your redesigned characters then everything the computer prints up on screen will be in this format. A further POKE can tell the computer to look to a further address to find its alphabet.

The variable you want to poke is two bytes long and can be found at address 23606. It actually points 256 bytes below where the character set starts. The easiest way to do what you want is to load the two character sets in close together at the top of memory and then use a subroutine to switch between them. The character sets are 1792 bytes long (224 characters at eight bytes each), so two will take up 3584 bytes. To load the characters in, use a subroutine a little like this:

```
10 LET char1=61952
20 LET char2=63744
30 GOSUB 1000
...Rest of program...

1000 CLEAR 61951
1010 LOAD "charset1" CODE char1
1020 LOAD "charset2" CODE char2
1030 RETURN
```

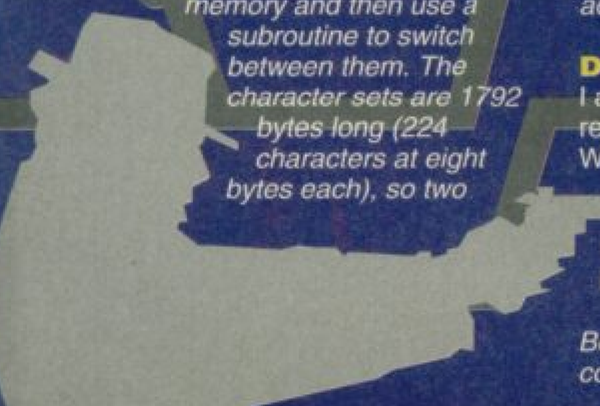
Add a further subroutine to switch between character sets:

```
2000 POKE
23606,256*(charset/256-
INT(charset/256)):REM Poke
low byte
2010 POKE
23607,INT(charset/256)
2020 RETURN
```

Then, whenever you want to switch, you simply change charset to the character set you wish to use and call the subroutine. For example:

```
100 LET charset=char1:GOSUB 2000
```

As for loading in screens, you can load a screen to any address you like simply by specifying a different address for the code to load into. Instead of using LOAD "screen" SCREEN$ use LOAD "screen" CODE 49252 (or whatever address you'd like to load it to). **Ad.**



DRIVING LESSONS

I am the proud owner of a Speccy +2 and recently a ZX Microdrive fell into my hands. What I need to know is, are the two compatible and, if so, what leads are needed, and where can they be bought?

Ben Riches

Before you can connect a Microdrive to your computer you'll need to get hold of a device called a Multiface 1. This has all the controlling circuitry and an additional ROM to operate the Microdrive.

They're not generally available any more but you should be able to pick one up through the adverts in YS. Check out the On Spec pages in particular. **Ad.**



GET THE MESSAGE

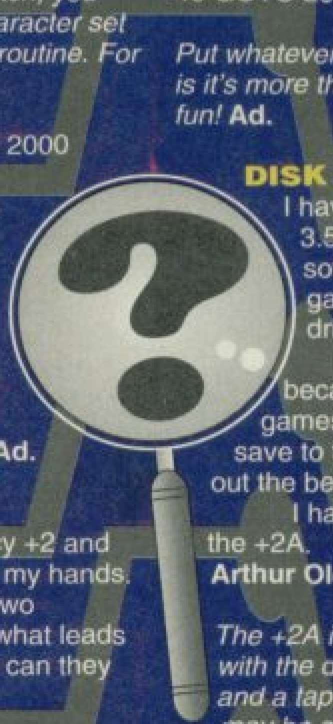
Greetings! The reason I've typed in is because I want a scrolly message printer and I want one in BASIC.

Matthew Horton
North Hykeham, Lincoln

Short and to the point, that's what I like. Here's your routine:

```
10 LET a$="This is a scrolling message
courtesy of everyone's favourite P.I. – Spec
Tec... "
20 PRINT AT 10,0;a$(TO 31)
30 LET a$=a$(2 TO LEN a$)+a$(1)
40 GOTO 20
```

Put whatever message you like in, as long is it's more than 32 characters long. Have fun! **Ad.**



DISK SAVE

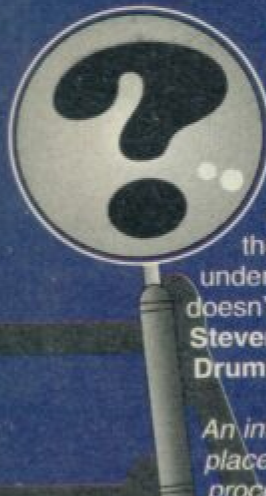
I have a +2A and I have just got a 3.5 inch disk drive. Is there is any software available to transfer the games from tape to the disk drive.

I don't really want a Multiface because you can't save Multifaced games as a whole; you can only save to the position you get to, missing out the beginning.

I have seen +3 copiers, but not for the +2A.

Arthur Olcot

The +2A is, in fact, identical to the +3 with the disk drive circuitry ripped out and a tape drive put in its place, so you may be able to use the copiers you saw for the +3. Make sure you check with the producers first, though. **Ad.**



NO INTERRUPTIONS

I've been doing machine code for quite a while now, but I am stuck on how interrupts work. I looked at the Pitstop program 'What's the time Mr Speccy' and I now understand it a bit, but my program doesn't work.

Steven Purchase
Drummore, Wigtownshore

An interrupt is an event that takes place when the computer's processor periodically stops what it's doing and runs another routine in its place. They occur 50 times every second on the Speccy, and can be used for such things as updating clocks, playing music, moving sprites etc, and all while the main program is getting on with something else.

There are three modes that interrupts work under. Mode 0 is not used on the Speccy. In mode 0 the Spectrum ROM's built-in routines are used. Mode 2 can be used for your own purposes. All you have to do is set up the interrupt mode to point to your routine – the computer will do the rest.



It's not quite as simple as that, though. When the interrupt occurs the computer looks at a special Interrupt register to find the high byte of a page of addresses, and then expects an external device to provide the low byte. It then jumps to the address it finds there. Unfortunately, because of the way the Speccy works, this low byte could be anything.

If this sounds complicated, then don't worry – it is! It means that if you load the interrupt register with #FE, it could look up any address from #FE00 to #FEFF. So you have to fill every byte with the start of your routine.

Your routine will also have to start with an address where the low and high bytes are the same. For example, you couldn't start it at #F000, but would have to start it at #F0F0 instead.

This will set up the interrupt for you. You'll have to have your routine starting at #F0F0:

```
DI      ;Switch off interrupts
LD      HL,#FE00
LD      DE,#FE01
LD      BC,257
LD      (HL),#F0
LDIR    ;Fill all addresses from #FE00-
FF01
LD      A,#F0
LD      I,A          ;Interrupt table now
points to #F0F0
IM      2            ;Set the mode
EI      ;We're off!
```

There are a couple of points to remember when using interrupts, so listen up and listen good.

- *It's very important that you preserve any registers you are using in an interrupt routine – otherwise you'll crash the computer.*
- *It's not a bad idea to disable interrupts when your routine starts and enable them again when you leave, just in case an interrupt occurs when you're already in your interrupt routine – disaster!*

Follow that advice and you'll live a little longer. **Ad.**



A PAIR OF PERPLEXING PROBLEMS PULVERISED

TURN THE PAGE

I read of a problem asking how to page the memory of the SAM Coupé from Peter Moore in the March issue. The answer is indeed to use OUT commands.

There are 3 I/O ports concerned with paging: the Video, High and Low memory page registers. Their addresses are 252, 251 and 250 respectively. However, they do not just control paging:

VMPR (252): Bits 0-4 control which page the picture is stored in.

Bits 5 and 6 determine its mode (0-3 representing modes 1-4).

Bit 7 is used to read and write to the MIDI channel.

HMPR (251): Bits 0-4 control which page of memory is located in addresses 32768-65535.

Bits 5 and 6 control the colours in Mode 3 (I think).

Bit 7 is concerned with external memory.

LMPR (250): Bits 0-4 control which pages are paged memory locations 0-32767.

Bits 5 and 6 controls ROM/RAM switching. If bit 5 is set to one, then the first half of the ROM is replaced by RAM in addresses 0-16383. If bit 6 is set to one then the second half of the ROM is placed into addresses 49152-65535.

Bit 7 acts like a 'write protect' feature on RAM between addresses 0-16383 if it's set to one.

Here's a little assembly listing as a guide to switching the memory:

```
INA,(251) ;or whatever port
AND     224       ;preserve bits 5-7
LD      B,page    ;b=the new page to
store in this location
OR      B         ;merge the two values
together
OUT     (251),A   ;job done!
```

There are a couple of points to watch out for. If you're using the System Variables or the Stack, try not to page them out while you're using them. It's also not too clever to page out the code that you're currently running! Make sure the paging program is run from the other end of memory!

David Hooper
Fleet, Hants

Thanks for all that info, Dave. You'll get your payoff soon, under a plain wrapper of course! **Ad.**

Total Recall

In recent issues I've noticed programs for recalling a screen from memory. Well, up to now I haven't seen a SAM Coupé screen recall program so I thought I'd send mine in and here it is:

```
1 REM By Paul Seamark '92
5 GOTO 20
10 LOAD "SCREEN" CODE 65536:REM
Loads SCREEN$ into memory
20 SCR:REM Recalls SCREEN$ from
memory
9997 DEF PROC SCR
9998 POKE 245760,MEM$(65536 TO
90168)
9999 END PROC
```

And then type: GOTO 10

Note that this recalls a screen to SCREEN 1 only.

Is there any way I could get my Genius mouse to work with my Coupé?

Paul Seamark
Langford, Bedfordshire



Thanks for the hints. That's earned you a Special Investigation Prize. And if anyone can figure out how to get a Genius mouse linked up to the Coupé, then they could be receiving the same treatment. **Ad.**

YOU KNOW WHERE TO FIND ME

Well, that's the lot for this month, I'll just go see if there's anything in my filing cabinet to keep me occupied. Hey... wait a minute... where is the filing cabinet? And the rug? And the brass light switch fittings? I've been cleaned out! Help! Someone call a detective!

It's no use. How am I gonna afford to replace all this missing stuff? Looks like you'll have to keep those letters flooding in. Get 'em to me fast at: **Adam Waring, Spec Tec, *YS*, Future Publishing, 30 Monmouth Street, Bath BA1 2BL.**



Thanks pals, I'll see you around...

THE WORLD THE WORLD

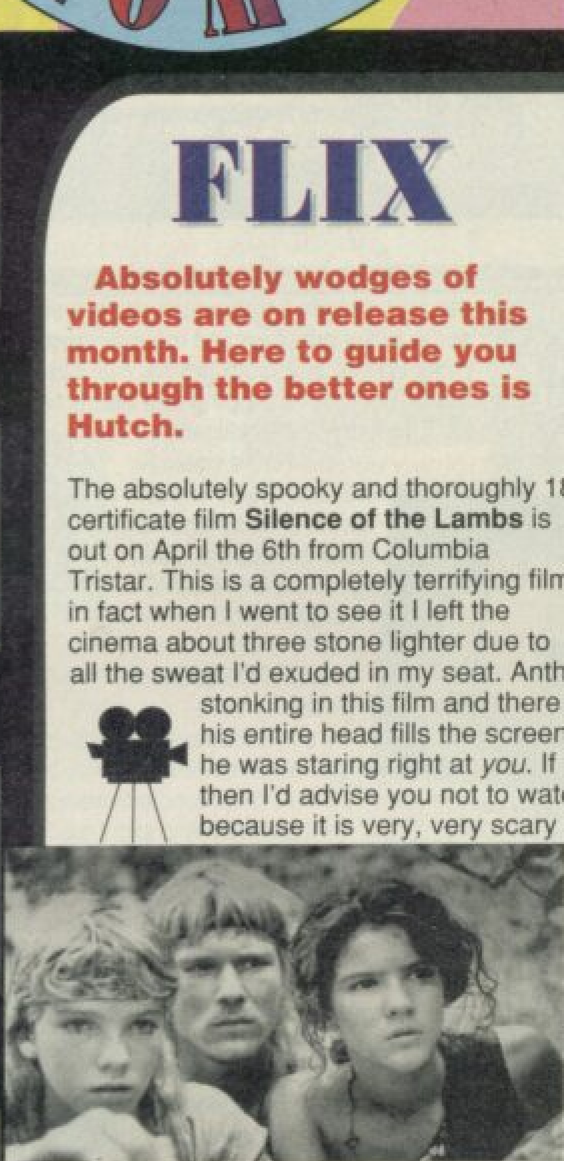
There's a whole wide world out there just waiting to be discovered. Undaunted, the fearless YS crew go exploring and sort out the gloss from the dross...

FLIX

Absolutely wodges of videos are on release this month. Here to guide you through the better ones is Hutch.

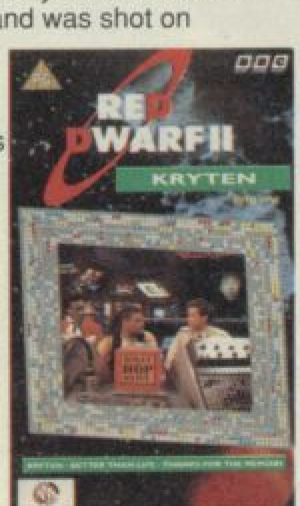


The absolutely spooky and thoroughly 18 certificate film **Silence of the Lambs** is out on April the 6th from Columbia Tristar. This is a completely terrifying film; in fact when I went to see it I left the cinema about three stone lighter due to all the sweat I'd exuded in my seat. Anthony Hopkins is stonking in this film and there are scenes where his entire head fills the screen and you'd swear he was staring right at *you*. If you aren't 18, then I'd advise you not to watch this one, because it is very, very scary indeed. Instead, why not check out this next one •



Shipwrecked is an everyday tale of pirates, parrots and pieces of eight.

Shipwrecked is from those lovely peeps at Walt Disney. This one's about a young sailor called Haakon who gets shipwrecked on a jungle island which unfortunately for him is populated by crusty pirates. The film stars Gabriel Byrne who was in **Miller's Crossing** and **Excalibur** and was shot on location in wodges of frosty and balmy countries. It'll be in video shops by the time you read this • Dear old Auntie Beeb has got loads of absolutely stonking videos lined up for release this month. My personal favourites are the two **Red Dwarf** videos: *Byte One and Byte Two*. Each vid has three episodes of this brillig science fiction programme on it. Best of the six episodes is *Stasis Leak* in which Rimmer tries to find Rimmer before he dies in an attempt to bring him back so he doesn't have to be dead anymore • Three new **Doctor Who** vids are also on their way to video shops. *Logopolis* stars Tom Baker and features the evil Master disguised as a sluggy thing. *Castrovalva* features Peter Davidson as the Doctor whose regeneration is going sadly wrong. **The Pertwee Years** features (surprisingly enough) Jon Pertwee in loads of rare scenes. There's also some behind the scenes glimpses and Jon's personal favourite episode *The Daemons*

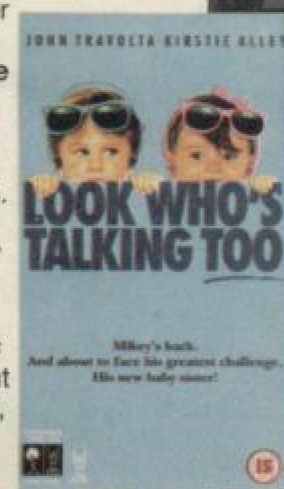


Travel miles in moments the Red Dwarf way.



Scarves ahoy! It's the latest batch of Doctor Who vids.

• In true Hollywood tradition, after the brilliant success of **Look Who's Talking**, the sequel **Look Who's Talking Too** is headed for video release. Mikey, the cute star of the original is back (with Bruce Willis' voice again), but this time he's got a kid sister (with the voice of Roseanne Barr) and a best friend called Eddie. The story's not up to much but there are some amusing moments, particularly when Mikey gets potty trained • Fresh from a health farm and diet complex **The Rescuers** are back in their latest adventure **The Rescuers Down Under**. In this excellent cartoon, Bernard and Miss Bianca get into all sorts of life threatening situations in the wonderful surfing complex of Australia. Little trivia fact: the film's got 170,000 individually painted frames, 900 hand-painted backgrounds and in excess of one million drawings • Finally, Linda's personal favourite, **Flatliners**, is out now. This stars, Kiefer Sutherland, Julia Roberts, Kevin Bacon and William Baldwin. It's all about dying deliberately to check out heaven and hell. So if you're not too sure as to the existence of an afterlife, watch this film and see if it helps you make up your mind. It probably won't help, but it's a great way to spend a couple of hours.



Get ready for those crap nappy jokes, it's Look Who's Talking Too.



Spot the superstar in the fabbalicious Flatliners.

SPIDER IN THE BATH

VIDEO
SPIDER IN THE BATH
BBC Video £7.99



Or I'm Only Scary Cos I'm Hairy. Spiders are indeed hairy, they've also got eight legs. If it wasn't for these two factors, spiders would be about as beloved as earthworms. But it's a sad fact that tonnes of people are terrified of spiders and, y'know, they really shouldn't be.

Spider is the star of these cartoons and he is just so beaut. At first his little red-haired friend is terrified at this eight-legged fiend who casts monstrous shadows on the walls. But eventually even he succumbs to the charms of the hairy arachnid. You can't help but love Spider as he swings on the bathplug and goes "Wheeee". But the best bit is in the credits when Spider and friend are blowing up balloons. Poor Spider hasn't got that much puff and he goes hiurtling into space. Splendid!

Spider is aimed at the under-sevens and it's so well done. You might have caught the cartoons when they were shown last autumn. If you missed them, then rush out and buy this vid. Go on! **Linda**

VIDEO RATING 9/10



A new hero for a new generation!

SOUNDS



SPENCER JONES
Dozen Roses

Oh dear. A bit sad this. The drum machine beats away in the background (to one of the preset rhythms), the sequencer plinks along (to one of the preset rhythms) and the singer croons along (to nobody's rhythm in particular). Having listened to this one in the office we were sure it was a Eurovision song contest entry from 1982, because it sounds suspiciously like something The Brotherhood of Man would release. Elevator music.

SOUNDS RATING 4/10

THE TEMPTATIONS
The Jones

Blimey heck, they don't go much further back than this lot. The Temptations have been creating soul music since before Mozart grew his hair into the shape of a wig. However, unlike other old bands, the Tempties are still soulful, fresh and funky. They've used some glorious rhythms and one of the chaps has got a voice so deep that it made Barry White run for the hills. This is sweet, but not sickly, pop: smooth and sultry.

SOUNDS RATING 7/10

FLIP!
Tickets for U2's gig in Oakland, California sold out in exactly eight minutes!

CATCH 23
Read Your Mind

Neither myself or Linda were quite sure who this reminded us of, although I plumped for a cross between It Bites and the Soupdragons, although the singer sounds like he used to be in a progressive rock band. The lyrics aren't exactly deep, but then how many pop songs have deep lyrics these days? The main hook is the chorus line, although there's been a bit of creative use of the Atari sequencer in places. Not top charting material, but shows a bit of promise.

SOUNDS RATING 7/10



"I need a piece of cotton about this long."

D'BORA
Love Desire

Upping the BPM a bit, here's a bit of mid-tempo dance floor music. The lyrics are quite anthemic and it sounds almost gospel in parts. You can't fault the groove though, it's got a great piano rhythm track, the odd string sample, a drop of acid-house bleeping and some moany lyrics. On the other hand I'm always suspicious of lyrics which refer to men as "boys" in much the same way as lyrics which refer to women as "chicks" or "baby".

SOUNDS RATING 7/10

SKIN UP
A Juicy Red Apple

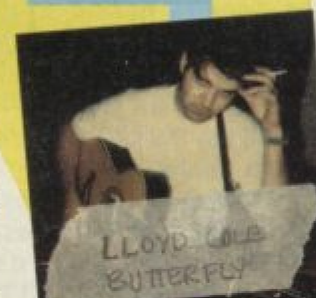
Ignore the rather dated rave-on, druggy influenced title, this is a brill record. Proving the maxim that simple's best, the guys have plumped for a bare little record with echoey bleeps and a suitably bizarre main lyric. It's all very catchy, but I can't help feeling that it'd sound a little better in a club with the volume way up and lots of friends careening around with their hair flailing in all directions. It's not really the same on the old bedroom stereo.

SOUNDS RATING 8/10

NIKEE NIKOLE
I Believe

Can't help thinking that the main synthesizer melody line was *influenced* by Einstein-A-Go-Go. This is a nice blend of rap and melody which works really well. There's some funky brass behind the main lyric and it all picks up into a smooth groove that's certainly not frantic but begs a tapping foot and an air drum kit. The lyrics are intelligent, even if Nikee does have to resort to the usual tired defence of female rappers. Just get on with it Nikee, it's good stuff.

SOUNDS RATING 7/10



Did you know that Lloyd advertises a top Italian tipple called Ameretto?

LLOYD COLE
Butterfly

He of the *Perfect Skin* is back with a broody little number which proves that spending too long in warehouse flats which overlook large rivers in big cities is bad for the soul. You can't knock Lloyd's melody lines, although you do question his sanity at points. The song's all about growing up (just like the butterfly) and the loss of innocence. I absolutely adore this record, it's moody, broody and there's some timpani drums on it. Perfect for listening to whilst staring out of windows with the rain lashing on them.

SOUNDS RATING 9/10

CANDYLAND
Rainbow

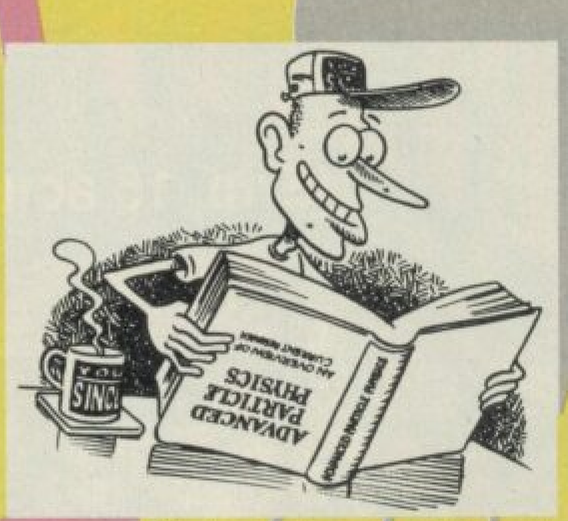
Just before the release of their debut album *Suck It And See*, the London popsters release a pleasing blend of wishy-washy imagery, Hammond organs, echoey sequencers and warehouse pianos. It all seems a bit too *nice* at times though. This is second-generatin baggy. There's the Inspiral's organ, the Stone Roses' dippy lyrics and that catchy beat that underlies most happy Mondays' records. The best bit is where the lead singer suddenly starts belting out the lyrics having half spoken the rest of them for the duration of the song. I like.

SOUNDS RATING 9/10



Too much Lucozade can seriously damage your health. (And sunglasses.)

BOOK LOOK

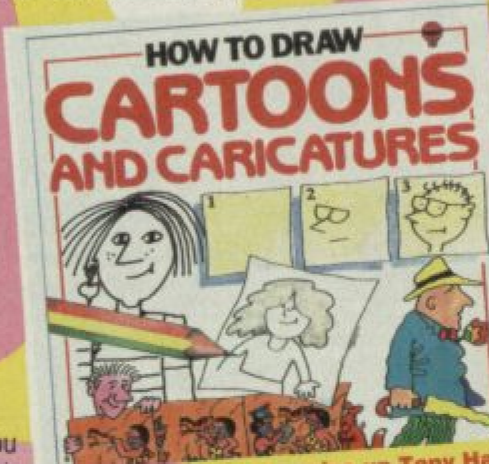


Jurassic Park
Michael Crichton/Arrow/£4.99
Forget EuroDisney, the in theme park for this season is Jurassic Park. A private island just off the coast of Costa Rica, it houses a half-built themed resort, 25 species of genetically-recreated dinosaurs and a dozen ill-matched people. You can probably guess the plot, but I}ll tell you anyway. The dinosaurs escape, the telephones go down and everyone gets separated into small groups.

Yep, it's a straightforward, predictable siege story with lots of teeth, familiar situations and stereotypical characters. Everyone runs around a lot, and you can see which people are going to end up as dinosaur lunch from a hundred pages away. There are a lot of intriguing ideas in there, but they're presented in clichéd you-don't-quite-understand?-Then-I'll-explain fashion. In fact, "clichéd" just about sums it all up.

Still, it keeps you reading; even if just to shout "I knew that would happen!" very loudly at regular intervals. A good way to pass a train journey – just don't fall for that "The Most Electrifying Thriller Of Our Time" bumph, cos, well, it isn't. **Jon**

BOOKLOOK RATING 5/10



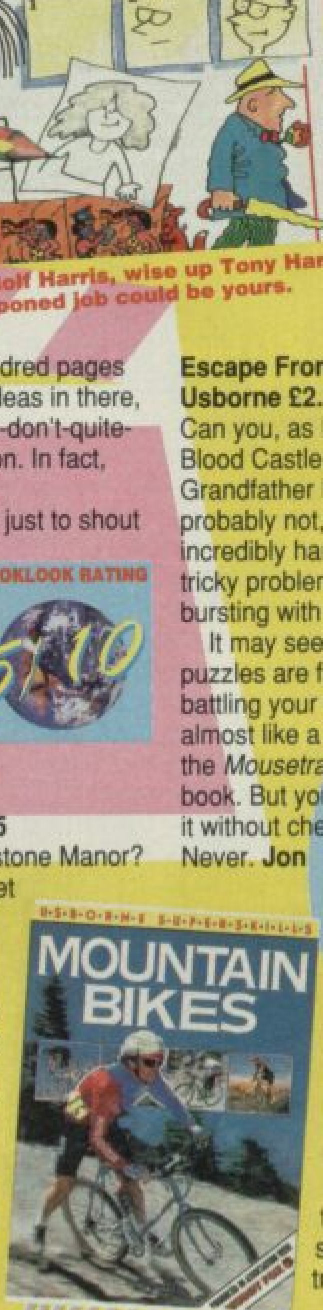
Move over Rolf Harris, wise up Tony Hart! That Stay Tooned job could be yours.

The Ghost In The Mirror
Usborne Puzzle Adventures £2.75
Can you solve the mystery of Grimstone Manor? Well, it's definitely fun trying. You get to creep around an old abandoned house, jump when you see the ghosties and discover secret passages. On each page you have to solve a clue to help you work out the final mystery. There are helpful hints at the back to help you and, if you're really crap, you can always look at the answers.

The illustrations are spanky and the pages are wonderfully cluttered. What's more, the whole caboodle is fixed at just the right difficulty level. I finished it pretty quickly but, erm, I did look at the clues now and then.

The thing is, once you've worked it out once, you can't really go back to it. This is a nice book to have on your shelf, but it might be more worthwhile just getting it from the library. **Linda**

BOOKLOOK RATING 8/10



become super skilfull the Usborne way. It's cheap and it's easy.

How To Draw Cartoons And Caricatures
Usborne
Coo, I haven't had so much fun in ages! I am what is politely known as crap at drawing and this book makes up for all those art lessons that I wasn't allowed to take. And d'you know what? I've discovered that I actually have quite a hefty talent! I've mastered the little faces and my giraffes are coming along splendidly!

I've still got to get to grips with movement, scenery, perspective and expressions. This book's the tops and, whether your skills are non-existent or just need honing, you'll have fun with it. **Linda**

BOOKLOOK RATING 9/10

Escape From Blood Castle
Usborne £2.50
Can you, as Intrepid Ivor, escape the dangers of Blood Castle and prove your right to claim Grandfather Blood's inheritance? The answer is probably not, cos this spanky puzzle book is incredibly hard. Each page presents you with a tricky problem and a well-drawn picture that's bursting with activity.

It may seem a bit twee, but believe me, the puzzles are funny and involving. If you fancy battling your way through what's almost like a literary version of the *Mousetrap* game, get this book. But you'll never complete it without cheating you know. Never. **Jon**

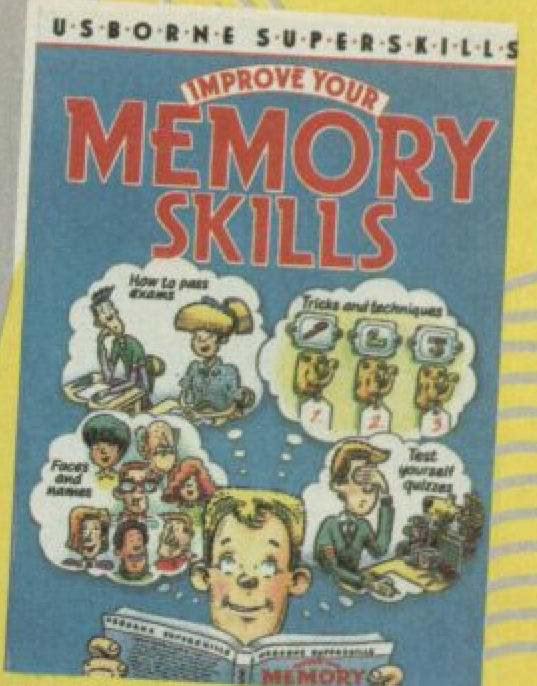
BOOKLOOK RATING 5/10

Mountain Bikes
Janet Cook/Usborne £2.95
This is one of Usborne's Superskills books and was actually written in conjunction with those super-dooper bike manufacturers Muddy Fox. Subjects tackled include the history of the mountain bike, safety, maintenance, tips for staying on and falling off, how to ride on different surfaces, trick riding, town riding, training and competing.

Everything's explained really clearly with loads of diagrams and charts and there's even a reference section at the back of the book taking you step by step through repair procedures. It's easy to read, interesting, colourful and extremely useful if you've got or are thinking of getting an MTB. **Hutch**

BOOKLOOK RATING 8/10

Memory Skills
Struan Reid/Usborne £2.95
I'm not one of these people who go around grumbling that they screwed up their O' levels because they've got crap memories, I've actually got a very good memory which I used to great advantage at exam time. However this new book has taught me a few new skills which are going to prove mega-useful the next time I've got to do a big shop at Sainsbury's.



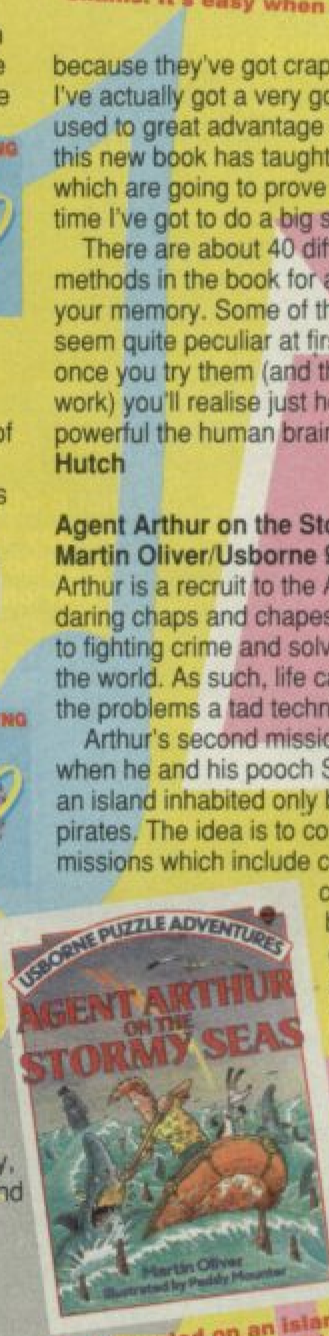
Impress your friends *and* pass your exams. It's easy when you know how.

There are about 40 different methods in the book for aiding your memory. Some of these seem quite peculiar at first, but once you try them (and they do work) you'll realise just how powerful the human brain is. **Hutch**

BOOKLOOK RATING 8/10

Agent Arthur on the Stormy Seas
Martin Oliver/Usborne £2.75
Arthur is a recruit to the Action Agency, a team of daring chaps and chapesses who are dedicated to fighting crime and solving mysteries all over the world. As such, life can get a bit brutal and the problems a tad technical.

Arthur's second mission goes horribly wrong when he and his pooch Sleuth get marooned on an island inhabited only be a posse of proud pirates. The idea is to complete all sorts of missions which include cracking codes, spotting clues and solve mazes, besides completing his overall mission. It's a corking good read and is well illustrated, although some of the problems' supposed solutions are a bit ermm, dubious. **Hutch**



Get stranded on an island and solve a mystery. It's a good way to pass the time.

BOOKLOOK RATING 7/10

YS COMPO

You can win a whole selection of Usborne books simply by answering the following question...

● **What's Usborne's logo?**

Write the answer on the back of a postcard or envelope and send it into *Up, Up And Away In My Beautiful... Oops!* Compo, YS Compos, 29 Monmouth Street, BAth, Avon BA1 2DL.

EGGS ELEVEN!

(Erm, 15 actually)



The Easter bunny's getting ready to hand out his eggs. To make sure you get the best of the chocs, your beloved YS team have spent an agonising few days testing a selection of Easter eggs.

It was a hard job, but somebody had to do it. A very ill-looking Linda Barker is your guide...

Smarties egg
Rowntree Mackintosh 99p
A thin milk chocolate egg with Smarties inside. Not actually very tasty, which is a bit of a disappointment. Still, the Smarties were pretty lush.
Hutch's verdict: A bit on the thin side.
Verdict 6/10

Rupert the Bear
Magna Specialist Confectioners 99p
Lush creamy white chocolate egg that melts in your mouth. The shell's a bit thin but apart from that... mmm! And you get a little bag of fruity jelly beans.
Hutch's verdict: Yummy, but there's a bit of a funny aftertaste.
Verdict 8/10

Chocolate bunny
89p
Very thin milk chocolate which disappears quite quickly. Thing is, you can't really remember what it tastes like afterwards.
Hutch's verdict: Far too bland
Verdict 6/10

Le prêt á cacher
Chocofrance £2.89
A selection of hollow milk chocolate large and small eggs, five little bunnies and one big one. The idea of this little selection is that you're meant to use them for a treasure hunt. We tried doing this in the Shed but Maryanne got a bit confused and ate them all. The rest of us found the wrappers in the bin!



Cor! It's enough to make a monk leave a monastery, isn't it? What a complete and utter feast. Mmm!



What a selection, it's so hard to know which one to go for. i think I'll start with a couple of Mini Eggs, then have a few white choccie ones and then go and lay down for a bit. I feel a bit ill already actually.

This is just the sort of chocolate you associate with Easter eggs. Y'know, the sort that doesn't taste like real chocolate. I like it. It's quite light and not too sickly, which means that you can eat loads of it.
Hutch's verdict: A bit bland, if you ask me.
Verdict 7/10

Mini Garfield Egg
(Snoopy and Paddington ones also available)
Kinnerton 49p
Little hollow egg with a caramel filled choccie inside. Hutch tried this one and ate it all in one go. He's that hard! Apparantly the shell's really thin and the little caramel heart isn't much cop either.
Linda's verdict: What do you expect for 49p.
Verdict 5/10

Garfield Eggcup with little egg
(Snoopy and Thomas the Tank Engine also available)
Kinnerton £1.05
This is really nice, it's candy chocolate but it's... mmmm! It's the same size as the mini Garfield egg but it's tonnes nicer, and you get a sweet eggcup. A barg.
Verdict 8/10

Mini Cadbury's Creme Eggs
Cadbury £2.19
One Cadbury's Creme Egg usually has me completely immobile and moaning "I'm so full" about once every three minutes. These ones are ace cos you can have four and then feel ill. Cadbury's Creme Eggs are definitely one of my faves. The chocolate is really creamy and the fondant centre is so sickly. Yum.
Hutch's verdict: They're wonderful but the middle bit is more solid than it usually is and the orange is more orange than usual.
Verdict 9/10

Tube of Mini Eggs
Cadbury 99p
Mini Eggs are a universal favourite. I have never known anybody to refuse one of these chocolate eggs in a crisp sugar shell. And they're so good to eat! First suck the colouring off 'til the shell goes really slimey, then crunch through the shell and bite into pure milk chocolate. Alternatively, you can just pretend they're fruit pastilles and see how far you can get without chewing them.
Jon's verdict: I think I'll just have another one.
Verdict 10/10

Milky Bar Mini Eggs
Cadbury £1.25
Now I love white chocolate, but after a couple of these I'd had enough. These little eggs are completely solid and so creamy. It's a really heavy sort of taste and you might need a drink of water to get rid of that taste. In small doses these are one of the nicest things I've ever tasted, but go carefully. Any more than four in one sitting and you won't be able to move.
Hutch's verdict: They're a bit sickly, aren't they?
Verdict 8/10



Oh, look at the cutsie-wootsie bunny-wunnies. Let's bite their heads off.

Dennis The Menace and Gnasher
Cadbury £2.49
Two milk chocolate eggs, each in their own seperate box, with chocolate buttons inside. The shell is thicker than a lot of the others and dead tasty. Mind you, that's probably something to do with the fact that it's made of Dairy Milk. Yum! What's more, each egg comes in red foil covered with little pics of Dennis and Gnasher. It's a beaut.
Hutch's verdict: Very, very nice.
Verdict 10/10

Yorkie Lorry
Rowntree Mackintosh £1.35
The packaging is brilliant but the egg inside really doesn't live up to expectations. It's a thin-shelled affair that's got a funny aftertaste. It's just a shame that the egg doesn't taste like the chunks of Yorkie inside.
Hutch's verdict: It's alright.
Verdict 6/10

Tom And Jerry
Magna Specialist Confectionary £3.45
Pretty thin milk chocolate eggs in a mug and eggcup. They don't actually taste like proper chocolate but they're still quite nice. The mug and eggcup are dead good though.
Hutch's verdict: Nothing special
Verdict 7/10

Ghostbusters
Kinnerton £1.99
This milk choccie egg in a mug tastes really odd. It's thin and not at all chocolatey.
Hutch's verdict: pretty crappy
Verdict 5/10

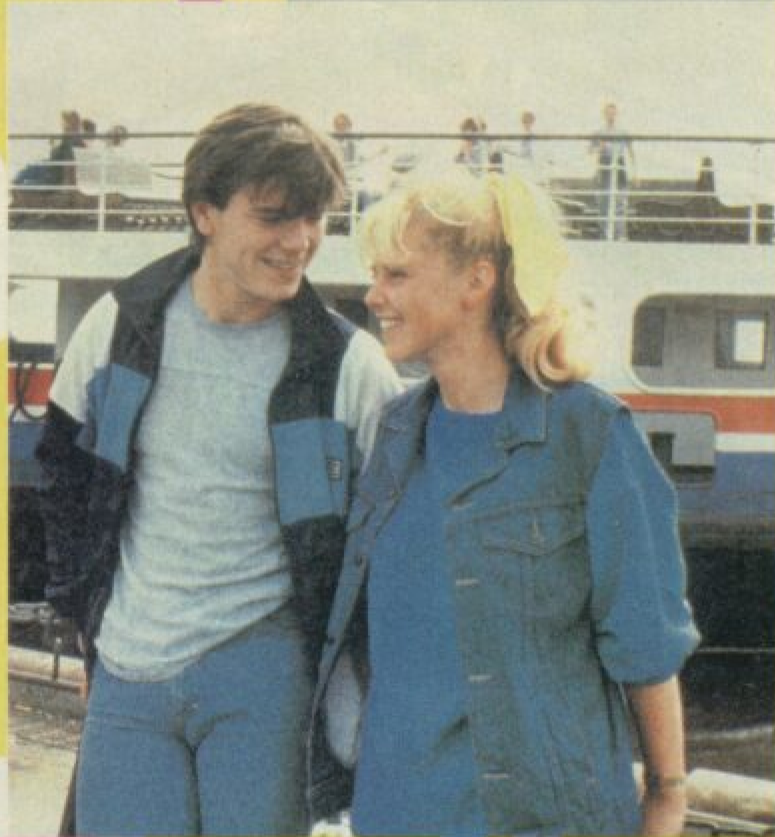
Space Bunny
Mars £2.99
This really is all you need for a yummy tummy. The Space Bunny himself is quite thick and he's massive. It's also incredibly chocolatey and an all-round fave. What's more, he comes with two Milky Bars
Hutch's verdict: Most excellent.
Verdict 10/10

Snoopy Eggcup
£1.59
The same milk chocolate egg as you get in the Garfield eggcup. But the big difference here is that the Snoopy eggcup is so ace.
Verdict 9/10

BODY TALK! OR HOW DO YOU KNOW IF THEY FANCY YOU?

Consider this; we're all animals, we've simply mastered the ability to make irrational decisions and design wallpaper. This raises us above our furry, fishy and flitty friends in the big bad world, because they get on with things like eating each other and making more of each other, while we destroy the planet and make paper-clips.

Anyway, we're all still really animals and as such we still go through all those jazzy courtship rituals which other animals do, it's just that we pretend we're dancing to a fresh groove or that our aftershave is doing its job. The simple fact is that we're always reading what people around us are doing from their body language. The trick to knowing if someone really likes you is to read that body language and to translate it properly. Y'see, men and women have different ways of showing that they're attracted to someone.



It's incredibly obvious to us that these two deeply fancy one another. He's nearly showing his waistband and she's clearly laughing at what is, in all probability, a crap joke. It must be lust!

L'homme

Men do a few giveaway things to show they fancy someone. I'm not talking about waving a phone number about or getting a friend to go over and say "My mate fancies you." Nope, men do other subtle things. For instance, is the chap preening himself near you? By preening I mean things like checking his hair, straightening his tie, rearranging his clothing or wiping dust off his troosers.

Other signs that a chap's attracted to someone include highlighting the middle of the trousers with the thumbs. This is saying "Check me out." A particular favourite with the chaps is the quick stare. This involves looking at you for just a split second longer than normal and is sometimes combined with a quick smile. A man may also stand with his hands on his hips to accentuate his Burtons' trousers and his physical size, and when he sits down he may open his legs to display his manly bits a bit.

La femme

Women, conversely, have a zillion ways of showing attraction to a man and the only problem is that men rarely pick up on them. Y'see women are far more subtle in their approach to men. Whereas the chaps will do things like dance quickly and more energetically to get attention, women do wodges of little things.

For starters they do some of the things men do, such as preening and the intimate gaze. They also favour pointing their foot towards the chap they fancy, so if they're doing that and you're close enough, have a look at her face. If her cheeks are slightly flushed and her pupils dilated then she might just like you.

Women enjoy tossing their hair. This is designed to show you their face and you'll even find girlies with short hair doing it in your direction. One of the most commonly overlooked signs of attraction is the exposed wrist. This is where a woman gradually expose the smooth skin of her wrists to a man because (apparently) this is one of the most erotic areas of the body.

Right, so she's tossed her hair, given you an intimate gaze and given you a quick flash of her wrists. If you're still not convinced you're onto a winner, have a look at her legs. Are they little wider than normal? When she walks, do her hips roll? How about the sideways glance? This is where she'll partially drop her eyelids and look at you for just a little bit too long. This makes you think that she's peeping at you, even though it's a very deliberate gesture.

Women's mouths are always a bit of a giveaway. If it's slightly open and her lips are wet, then it's a good sign. Also, when a women's attracted to a man, her lips become fuller and redder. Look at her hands; is she fondling a cylindrical object such as the stem of a glass or a cigarette.

When a woman's sitting down she uses her legs to great effect. She may dip her foot in and out of her shoe or twine one leg around the other to show of her knees. Finally, if you've actually spoken to her, is her voice low and a little bit husky?

Is that it?

Pretty much, although having asked the rest of the crew we came up with these sure-fire methods of finding out if someone's got the hots for you:

- Ask them if they fancy you.
- Ask a friend to ask them if they fancy you.
- Ask yourself if they've been following you around for days, dropping compliments like they were going out of fashion.
- Have they tried to snog you?

e) Are you already going out with them, or indeed married to them?

- Have they given you any jewellery?
- When you walk in the room, do their friends nudge them so that they get all giggly and silly and rush out with a red face, as if they were all embarassed about something?
- Have items of your underwear been disappearing off the clothes line lately?

Right ho, with all that valuable advice you should be able to snare the girl/guy of your dreams. If it all goes horribly wrong, pick yourself up, dust yourself off, find a mirror, look yourself in the eye and say, "Hurumph, they don't deserve someone as wonderful as me anyway!"

Hutch

LISA'S INNY-OUTY LIST



Each month YS's very own Lisa Read lets you know what's groovy and what's as hip as red Adidas tracksuit bottoms with a white stripe down each leg:

IN	OUT
✔ Jah Wobble	✖ Bee Gee's
✔ Flower Power	✖ Tom Jones
✔ Chocolate buttons	✖ Egg Sandwiches

FLIP!

Videos of the Royal wedding of Fergie and Andy were available in the shops just five hours and 41 minutes after live transmission ended!

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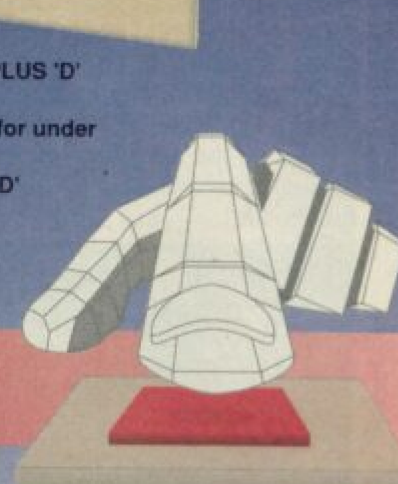
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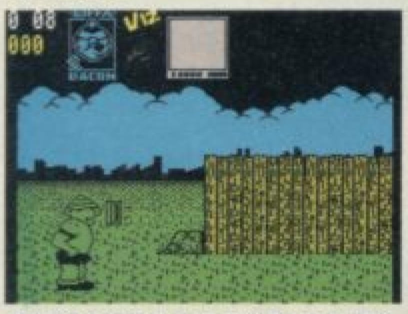
REPLAY

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Viz

Virgin Tronix/£3.99 cassette
☎ 081 960 2255

Viz, for those of you who aren't aware of its existence, is a 'comic' which was a rather amusing novelty when it first appeared. Unfortunately, Viz lost its appeal by, ooh, issue two, and since then has been merely a rather sad collection of cartoons swearing at each other. *Viz the Computer Game* attempts to bring those lovable rascals (?) to life on the small screen, in the form of a race through their home town of Fulchester.



Eric the brick was not happy. "At least," he consoled himself, "at least it pays the rent."

This involves you taking control of one of the three characters in the race, and attempting to overcome the various obstacles positioned along the way by using special 'powers'. You get your powers by having a bash at your characters special bonus level.

Unfortunately, everyone's special powers do the same thing – they simply speed you up and get you over obstacles. This has very little to do with the main event, which basically involves you walking quite slowly around each obstacle.

As you can imagine, this type of gameplay doesn't make for an incredibly addictive and fun-packed game. In fact, it's pitifully dull, and the dreaded multiload system means that you have to reload virtually the whole game in every time you die, just like in *Ghostbusters 2*. What's more, there's no sound at all on the 48K version, and the game occasionally loads other character's bonus levels instead of your own. Worst of all, the programmers (Probe, who normally write pretty good games and should know better) labour under the delusion that adding a heap of bad language will excuse the appallingly dull game.

Viz's only redeeming features are the nicely drawn character sprites and the miscellaneous 'Top Tips' you get when you complete a bonus stage.

Unless you're particularly unobservant, you've probably noticed that I don't think much of this game. Well, you'd be right. The game's packaging says that "you'll never play a bigger load of crap", and in the face of the evidence, I have to say that it's absolutely right. **Craig.** ✪



19°

IVAN 'IRONMAN' STEWART'S SUPER OFF-ROAD

Tronix/ £3.99 cassette
☎ 081 960 2255

Off-road racing, eh? What a dumb idea. Not only do you mess up some perfectly nice fields by driving massive juggernauts all over them at dangerously high speeds, but you also get your truck all manky into the bargain. What's wrong with good old ON-road racing, that's what I want to know.



At this point Patricia put the car into third. But it wasn't enough, and the examiner failed her.

Anyway, stupid conceptual niggles aside, *Super Off-Road* is actually a completely spiffy little game. For any of you out there who've spent the last year asleep under a wildebeest, it's a racing game in the *Super Sprint* style. You view the action from overhead and drive around a selection of eight bumpy, hilly tracks littered with craters and big puddles against three computer-controlled opponents (or two computer-controlled opponents and one human competitor), one of which is always 'Ironman' Ivan himself. Beat Ivan in the race and you get to move onto the next track, as well as winning pots of dosh which you can spend on improving your truck to make it even more of a mad turbo nutter-death machine. Finish behind him and it's all over.



Making sandcastles on the track was not considred a good idea. But Nicky did it anyway. So they ran him over.

Luckily, this is something you won't have to worry about too much, because the game is really easy to beat. Perhaps a bit too easy, in fact, as even the most average player will almost certainly complete all eight tracks by their second or third game. (And this despite the fact that you don't just get them all in a row, you have to do some of the earlier ones several times in both directions before you get to the eighth.)

This puts a bit of a question mark over its lasting appeal. Even if you don't come first in a race, you'll probably still qualify cos 'Ironman' is so pathetic that more often than not he finishes last. Even if you give him a lap-and-a-half start. But then again, maybe I'm being a bit too picky here. If you're battling against a chum it doesn't really matter about seeing the different tracks. If you're not, the game is such a lot of fun to play that you probably won't mind too much that it never seems to end. But just for the hell of it, let's finish on another whinge. The tiny graphics, extreme speed and largely monochrome nature of things mean that it's sometimes hard to tell which truck you're actually controlling. Although it's not as hard as you might think, so, er, forget I mentioned it. Just remember this instead: *Super Off-Road* is the best *Super Sprint*-type game ever seen on the Speccy, and you'd have to be several candy shrimps short of a pic'n'mix not to rush out and buy it at once. Well? What are you waiting for?

Stuart ✪

BLIM!

Before becoming a top truck-racing dude, Ivan 'Ironman' Stewart used to advertise Hotpoint electrical products on various American local radio stations, hence his nickname.



89°

CompilatioN

2 HOT 2 HANDLE

Ocean/£15.99 cassette
☎ 061 832 6633

MEGAGAME

I'm afraid some unerring repetition seems imminent here because, *Total Recall* aside, the remaining three on *2 Hot 2 Handle* have all had the review treatment elsewhere in this month's Replay. I'm not sure who to blame but, for the sake of argument, let's blame Tony Hart. Tony, you bast.

Golden Axe
Presumably whoever else reviewed *Golden Axe* concluded that this two player, pretty coloured, loads of levels beat-em-up was one of the best ever and entrusted it with a suitably high mark. At least let's hope they did, or at this point I may look slightly stupid. *(Very stupid. Ed)*
70°

Shadow Warriors
And hello there if you've joined us from the bit in the review of the *Ninja Collection* which I haven't actually written yet, but when I do, at one point I'm going to say "see the review of *Shadow Warriors* in the *2 Hot 2 Handle* review".

Er, yes. *Shadow Warriors* is a technically impressive and undeniably sophisticated scrolling two-player beat-em-up. The sprites are huge, the scenery colourful and the controls instantly accessible. Progress further into the game to unearth possibilities of interacting with scenery (climb ladders, swing from hooks, pick up objects) and delights such as greasy men on bikes and huge cars. The only major catch is that the majority of the moves simply involve your character frantically hurling his limbs about killing in a bit of a random and discontenting process. This points to the fact that although there may be a lot to see and explore, perhaps today *Shadow Warriors* isn't quite worthy of its original Megagame status.
74°



For a superstar like Arnold Schwarzenegger, fans are always a problem.

Super Off Road Racer
However *ORR* boasted a Megagame last year and a Megagame it stays. It's just like *Super Sprint*, the graphics are fab (if titchy) and it's ace fun with a chum. In fact the only question mark is held over its lastability, but in this compilation I'd say it fits in quite nicely.
90°

Total Recall
"A great game," we pointed out last March, "but not quite as big as 'Big' Arnie himself." Indeed not. Levels One, Three and Five consist of a kind of scrolling shoot-'em-up in the style of the Dan Dare games with 'Big' Arnie running around, shooting baddies and flicking switches in order top reach previously unreachable parts of the screen via newly appeared platforms. Hardly original but for graphics, sound, addictiveness and damn well decent fun (and using a binary marking system) we're talking a good 1011100, 1001000, 1010101 and 1011001 out of 1100100 respectively. *(Eh? Ed)*



Meanwhile, in Neasden, Barbara slept on.

Levels Two and Three are more sub-levels, both consisting of sideways scrolling car races where shooting baddies and collecting collectables from from A (the beginning) to B (the end) of each level is the aim. A trifle tedious but a welcomed break between levels helping to create a pleasing little number worthy of inclusion on any compilation.
79°

In fact all four games were well worth including on this compilation and fit in quite snugly together. Too hot to handle perhaps not, but certainly a collection worth buying all the same.
Rich



90°

GOLDEN AXE

Tronix/ £3.99 cassette
☎ 081 960 2255

One of the most celebrated arcade games ever, *Golden Axe* is a fascinating and deeply involving strategy epic where careful thought and forward planning are the order of the day. Ha! April Fool! (*But Stuart, this is May. You've missed the April issue -Ed*) Ah. Okay, so it's a beat-'em-up. You play one of three intelligent and considerate characters by the names of Ax-Battler The Barbarian, Gillius Thunderhead The Dwarf, and Tyris Flare The Amazon. All three have a grudge of some sort to bear against an unpleasant and unhygienic fellow with a huge body and a tiny head calling himself Death Adder. (He stole Ax-Battler's rattle as a child, ran over Tyris' favourite pet flea and called Gillius a smelly midget in front of his granny, or something like that.)

BLIM!
In 1988, Sotheby's of London actually auctioned off a real golden axe dating from Neolithic times, found during an archeological dig in a wood near Croydon. It fetched £866,000.

Righteously incensed, the three of them (well, one or two of them, depending on whether you're playing the game yourself or with a friend) set out to right these wrongs by, er, killing everyone in sight. In game terms this means you walk along the screen for a bit until a couple of bad guys appear, walk up to them and hit the fire button repeatedly for a couple of hours until they die, then walk along a little bit further and do it all over again. Sounds tedious? Well, it isn't! Actually that's a lie. It's all hopelessly dull, and not helped by the fact that hitting the baddies seems to be completely a matter of luck. You can be standing there hammering away on the fire button quite happily, when for no apparent reason your character suddenly leaps backwards and lies on the ground for a while flashing on and off in a slightly disconcerting manner. Eventually, you realise you've been hit, but it doesn't help much as there doesn't seem to be anything you can do to stop it happening again. You just have to keep charging in there and flailing away and hoping for the best. If you're lucky, you'll keep killing the baddies and you'll get to travel a little further through the levels, admiring the, er, interesting scenery as you go. Well, it's interesting if you like black, anyway.



"But Mama," complained Shirley. "All I wanted was a pony." Fortunately, they shot her.

If I sound a bit grumpy about all this, there's a very good reason for it. I am. *Golden Axe* is the sort of thing which passes for arcade entertainment these days – all pretty graphics and no gameplay substance whatsoever. While this is absolutely fine for dedicated coin-ops with thousands of pounds' worth of flashy graphics hardware, it simply doesn't cut it on the Speccy. Our beloved machine is on a hiding to nothing when it comes to the pretty pictures, which shows the shallowness of the gameplay up for what it is – repetitive and boring. Speccy owners also have to put up with an unhelpful multi-load system (even on 128), which puts the final nail in the coffin as far as addictiveness is concerned. Really, forget about the name, this is twice as cheap'n'nasty as the dullest original budget game – give it the widest berth you can muster. **Stuart**



30°

SHADOW OF THE BEAST

GBH/£3.99
☎ 0742 753423



Hello? Hellooo? Ah, there you are. Sorry, couldn't see you. We are in the shadow of the Beast, after all. Boom boom! Ahem. *Beast* is, as you may have already known, a conversion of the ancient 16-bit platform beat-'em-up. The plot behind it is particularly silly, with you playing the part of a Beastly minion who finds out that his boss knocked off his parents. Such behaviour is regarded as unsporting in Beastly circles, so you pull up your trousers in a threatening manner and plod off to do the decent thing.

As any student of gamesplaying will tell you, doing the decent thing involves thumping a lot of bad guys and searching a lot of scenery, before confronting Mr Beastie himself for the final showdown.

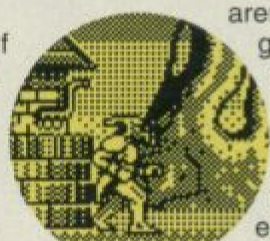


Having eaten the members of Wet Wet Wet, Russell went on to become the hero for a new generation.

Beast is a monster of a game. No hang on, I didn't say that. (Oh damn.) It is a big game though, with four sides of multiloads to get through. The presentation is splendid, with highly-detailed graphics. The trouble is, the game is, well, how can I put this... dull. Quite amazingly dull in fact. Duller than an Open University lecturer dressed in unpolished armour and holding a bucket of outstandingly dull ditchwater. Although you're pitted against the slithering hordes of chaos (or whatever), there are actually huge areas of empty scenery to run through in order to reach them.



Sadly, Simon couldn't continue his mystical quest. Somehow the sole of his left foot had become stuck to a tree trunk, and as Lily had said, this made further progress tricky.



The beat-'em-up bits aren't particularly good (a simple case of punch or dodge), and having to stroll through seemingly endless forests and caverns finishes off what's left of the game's interest. There's some business with keys and objects, but to be honest I couldn't be bothered to stick with it. Yawnsome through and through. Nice box though.

Jon



29°

Compilation

NINJA COLLECTION

Ocean/£9.99 cassette
☎ 061 832 6633

Hi there – Rich here again, this time with a round up of *Ninja Collection* from Ocean. So what are we waiting for then? Oh yeah – me.

Dragon Ninja

This first ninja game came out positively ages ago (1989) and even back then it wasn't especially outstanding. This one plays in what I'd term as the familiar Kung Fu Master style. If you're not familiar then this means that you can only move left and right and not in and out of the screen. This means that the gameplay is, in my opinion at least, immediately reduced by about half. There is no choice of which order to pick off the baddies and only a mere smattering of attacking moves available.



Luckily, as the title screen says it all, I don't have to waste time captioning this picture.

Games with this type of over-simplistic gameplay tend to rely heavily on large 'interesting' levels to disguise their flimsiness, and, quel surprise, *Dragon Ninja* is of no exception. Levels One to Six take place on a street, on top of a huge truck, in a sewer, in another sewer, on top of a train, in some caverns and in the warehouse respectively.



Frank and the hamsters were the talk of the town.

Different scenery to explore and different baddies and end of level baddies to face there may be, but the repetitive walk/jump/punch/kick routine is far too boring. I'm afraid at the end of the day, *Dragon Ninja* gets classed as a nothing more than a boring,unadventurous, not-really-worth-the-time-of-day (one player which I forgot to mention) crappy beat-em-up romp. 49°

Double Dragon

Oo-er, this one's so old that it's even been been sequelled and re-sequelled again! *Double Dragon* reared its head for the first time in the arcade where it gained a cult following mainly as it was a two-player and pretty easy to beat. However, they cocked it up a bit converting it to the Speccy, and by today's standards and especially the standards of its two follow-ups, the graphics seem undeniably dodgy, the sound mysteriously lacking, the gameplay slightly repetitive and worse still, there's a strange kind of multi-load.

However, it is far more interactive than *Dragonn Ninja* (you can climb scenery and pick up weapons) and it requires a lot more skill than *Shadow Warriors*. Waggling the joystick inanely will be of little use until you've mastered which of the eight attacking moves to use where. All in all *Double Dragon* is good fun but heavily dated. 66°



Ebbersley fell dramatically to the floor. In the meantime, Colin looked down and chortled.

Shadow Warriors

Ah yes. *Shadow Warriors*, an average beat-'em-up served with a side order of large levels and lavish graphics, also appears on the *2 Hot 2 Handle* compilation reviewed elsewhere by yours truly. So why not read the review of it there? 76°

And as by way of an outroduction, I'd suggest that this *Ninja Collection* is not the supposed bargain you people deserve.As opposed to laying your hands on three of the best



Wilson, Kepple and Betty returned triumphantly after several years.

beat-'em-ups ever, two average and one non-eventful games are all you getting for your money which frankly, Mr Shankly, I'd say is a bit of a disappointment really.

Overall 70°

Rich



70°

ITALIA '90

Tronix/ £3.99 cassette

☎ 081 960 2255

The Speccy is a machine that's pretty well-served with footy games (*Match Day 1* and *2*, *Emlyn Hughes*, *Kick Off 2*, etc etc), but that didn't stop another truckload of them being released a couple of years ago when the World Cup came round again. This game was the bearer of the official licence, which makes it all the more strange when you consider that out of every Speccy football game there's ever been, this one bears the least resemblance to any World Cup tournament ever seen. For a start you only get to play one of four teams, either England, Spain, Belgium or Italy. Wow. An inspiring selection and no mistake. As a Scotsman I pondered for seconds and seconds over which one I'd be, but after a few games playing for England and deliberately getting thrashed, I decided it was time to get a grip on myself and play the game properly. Big mistake.

The first impression you get when the teams lumber out onto the pitch is 'Ugh, what repulsively crude and blobby graphics!' Still, unlike some other footy efforts where the players merge into one big impenetrable mass of colour clash, *Italia '90* is nicely animated and reasonably clear. So I'll forgive the tacky look. What's harder to forgive is the gameplay. Sophisticated tactics go right out of the window here, the name of the game is 'Get the ball and weave your way up the pitch until you get into your opponent's penalty area, then when the view switches to a behind-the-player one with your striker against the goalkeeper, move from side to side for a while until there's a space in front of you and punt the ball straight into the net. Easy.'

Well, that WAS the name of the game, but Tronix decided that *Italia '90* was a bit snappier. Anyway, after a few minutes of this you're likely to get completely bored and start exploring the game's other innovative features instead. Unfortunately, it doesn't have any, so that won't take you very long. *Italia '90* is so basic that it doesn't even have halves, for goodness sake! Each game lasts four units of unspecified time, during which there are no breaks. The teams shoot one way all the time, and if the game is drawn at the end they simply continue playing until one of them scores. The winner moves into the next round (a sudden-death World Cup tournament?) against someone like The People's Republic Of China (well-known force in world football), and so on until you either win the Cup or lose a game. It's about as much like a World Cup – or football at all, for that matter – as Dannii Minogue is like a steam-powered ocean liner. Complete tosh.

Stuart ✪



Bletherswat couldn't resist it, and ran round the group to get in the photograph again.



George had a balloon stuck to his shoulder, and Jack had an arrow onb his head. It had been a strange day.

BLIM!

A little-known fact about the Italia 1990 World Cup is that absolutely every Pontonese player who took part was a drug-addled cheat and should never have been allowed on the field...





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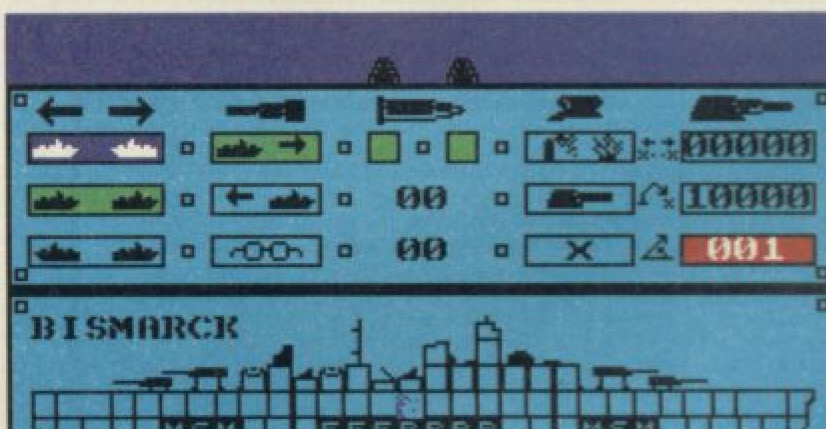
Stand by all you sim fans, you're about to meet your maker. Personally, I despise simulations, but then I'm a girlie. Girls are supposed to like dolls and ballet dancing, not macho sims.

Of course, you all know exactly what the Bismarck was, don't you? No? Oh dear, you really shouldn't have skived off all those history lessons. Well, just for the record (and those empty pages in your history jotters), the Bismarck was a wonderful ship built by the Germans during World War Two. The Germans claimed that the Bismarck was unsinkable which meant that they all had very red faces when she finally met the wonderful British Navy and was gloriously sunk. Hurrah! And who said YS wasn't educational? *(Erm, nobody actually. Ed)*

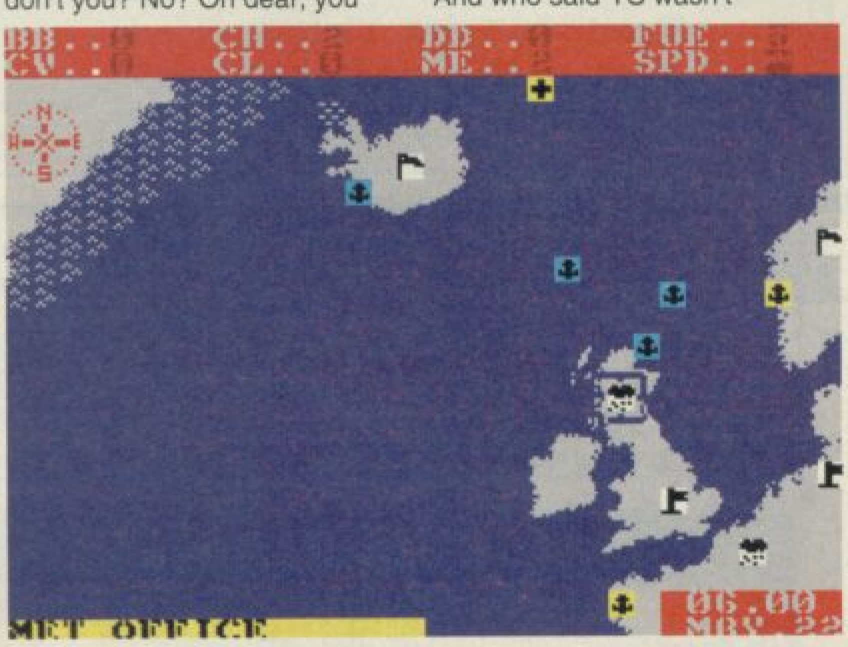
Before you toddle off to impress your friends with your new-found intelligence you're going to have to either play the game. You can either take the British side and sink that darn ship, or get all Germanic (boo!) and try to save that darn ship and so rewrite history. Either way, you'll find that the Bismarck nearly always sinks, so she couldn't have been that commendable.

There's no great complexity to Bismarck; just tonnes of strategy, loads of time-wasting and a helluva lot of fire extiguishers which you have to use to save your blazing ship. The gameplay is nothing special and it's highly likely that you've seen it all before. This really is a yawnsome game, so try not to hit your head on poor old Spec. Take the Keep Britain Tidy campaign approach – it doesn't take a minute to bag it and bin it.

Lesley ✪



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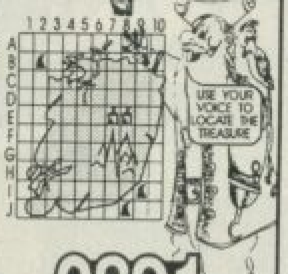
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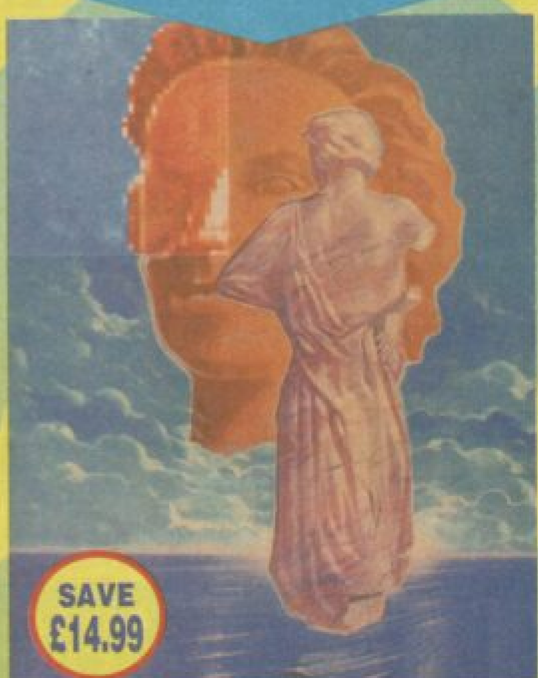


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Tape contains exclusive demos of *Double Dragon 3* and *Wile E Coyote*. Plus! *Supersprint, Avalanche* and *Space 7*. Inside *G-Loc* and *Paperboy 2* reviewed. And! *Double Dragon 3* Megapreviewed.

75 MARCH ONo YS75
Full games of *Firelord* and *Impossaball* plus loads of demos on t'tape. Inside there's Haylp and The World. Plus! *Space Crusade* reviewed and Megagamed.

76 MAPRIL ONo YS76
Sphinx Jinx and Blood Of Bogmole on the tape. Plus a Space Crusade demo and tonnes more. Inside there's a run down on the best adventure games and fun and frolics aplenty in The World. Plus! Robocop 3 and Space Gun reviewd. And! The return of SAM. Oh, and a free badge too.

Please use the form opposite to order the special offer or any of the back issues.
We still have limited supplies of issues 2 – 62.

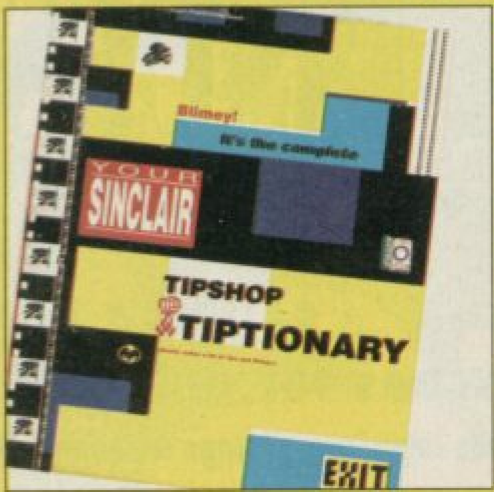
This month's front cover crossword clues:
Across:
1: A frothy sweet made with cream and wine. (8)
4 : - - Baker, of the Boney M song. (2)
5: That's fine by me. (2)
6: A utensil, or to give something a bad review. (3)
8: Everybody should have a happy one. (6)
11: Completely excellent. (5)
13: Ooh - - ! (2)
12: Murray, but not a mint. (5)
16: - - - - Lineker. (4)
17: Shortcut to the National Theatre. (2)

Down:
2: A kind of hairy ox. (3)
3: Sausages. (7)
6: The - - - And The Pendulum. (3)
7: The indefinite article. (2)
8: Incredibly strange bird forever associated with Rod Hull. (3)
9: Adjective to describe Janet Jackson. (5)
10: - - - - Barrymore. (4)
11: New Pico or yummy sauce. (4)
12: You're reading one. (3)
13: - - - Music or Adam - - - (3)

Send your answers, on a postcard, to: *YS* May Crossword, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW. The winner gets three free games and some *YS* goodies!

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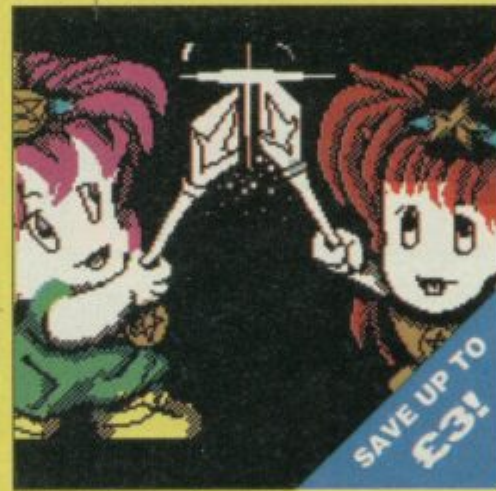
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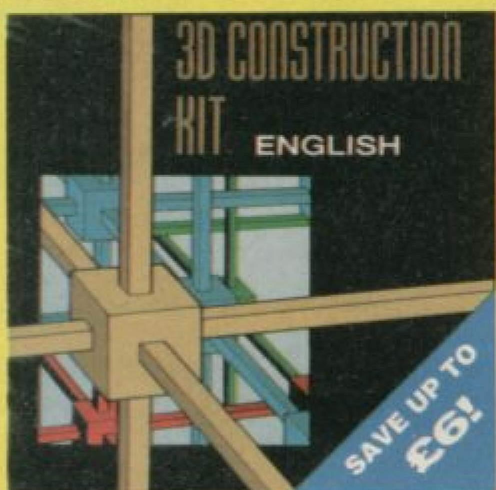
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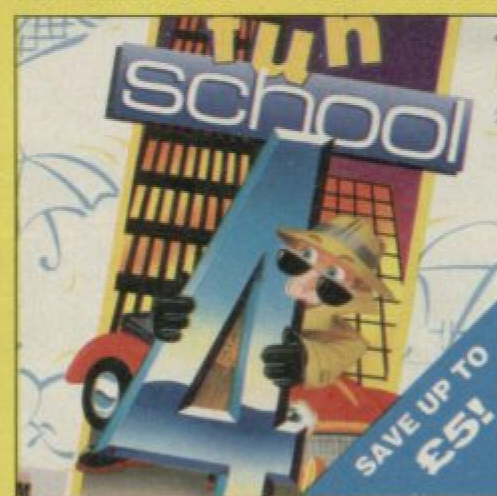
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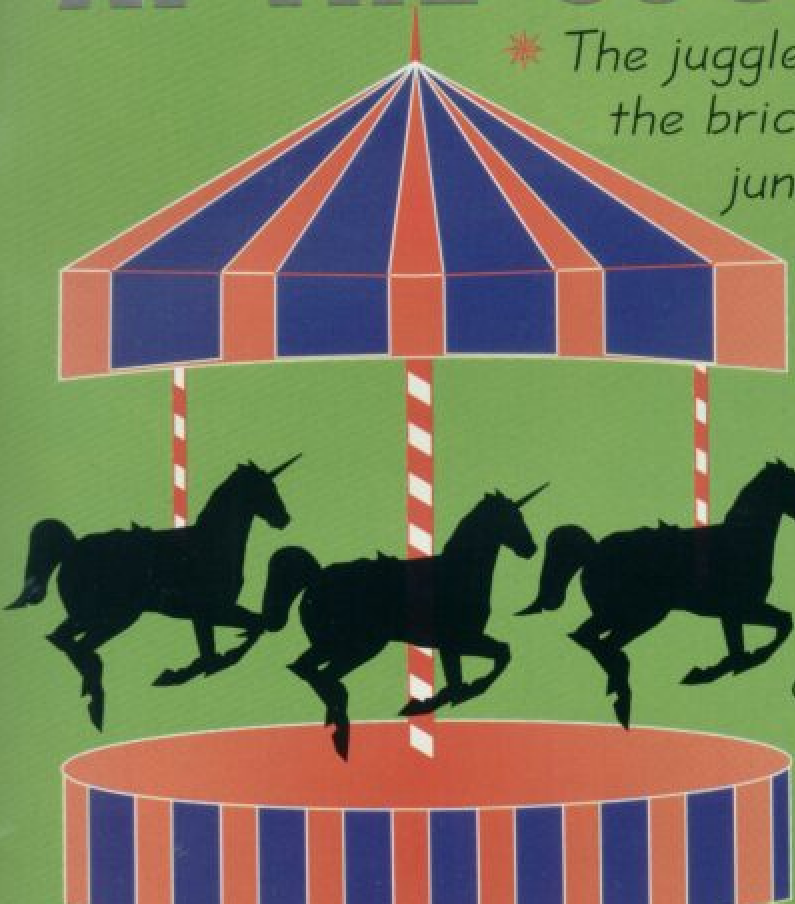
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next month

COME TO THE YS STALL AT THE COUNTRY FAIR



* The jugglers have been sorting through the bric-a-brac and casting aside the junk so that you get only the finest reviews and shiniest previews. There's no white elephants on this stall!

* Make sure you come early, we're expecting a crowd. Spec Tec has promised to man the coconut shy and Adventures will be there to collect the money for the ghost train. Tipshop's in charge of the jams and Letters has tied a flowery apron round its waist and manfully volunteered to help out with the cakes.

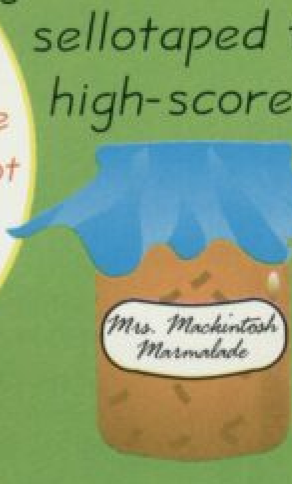


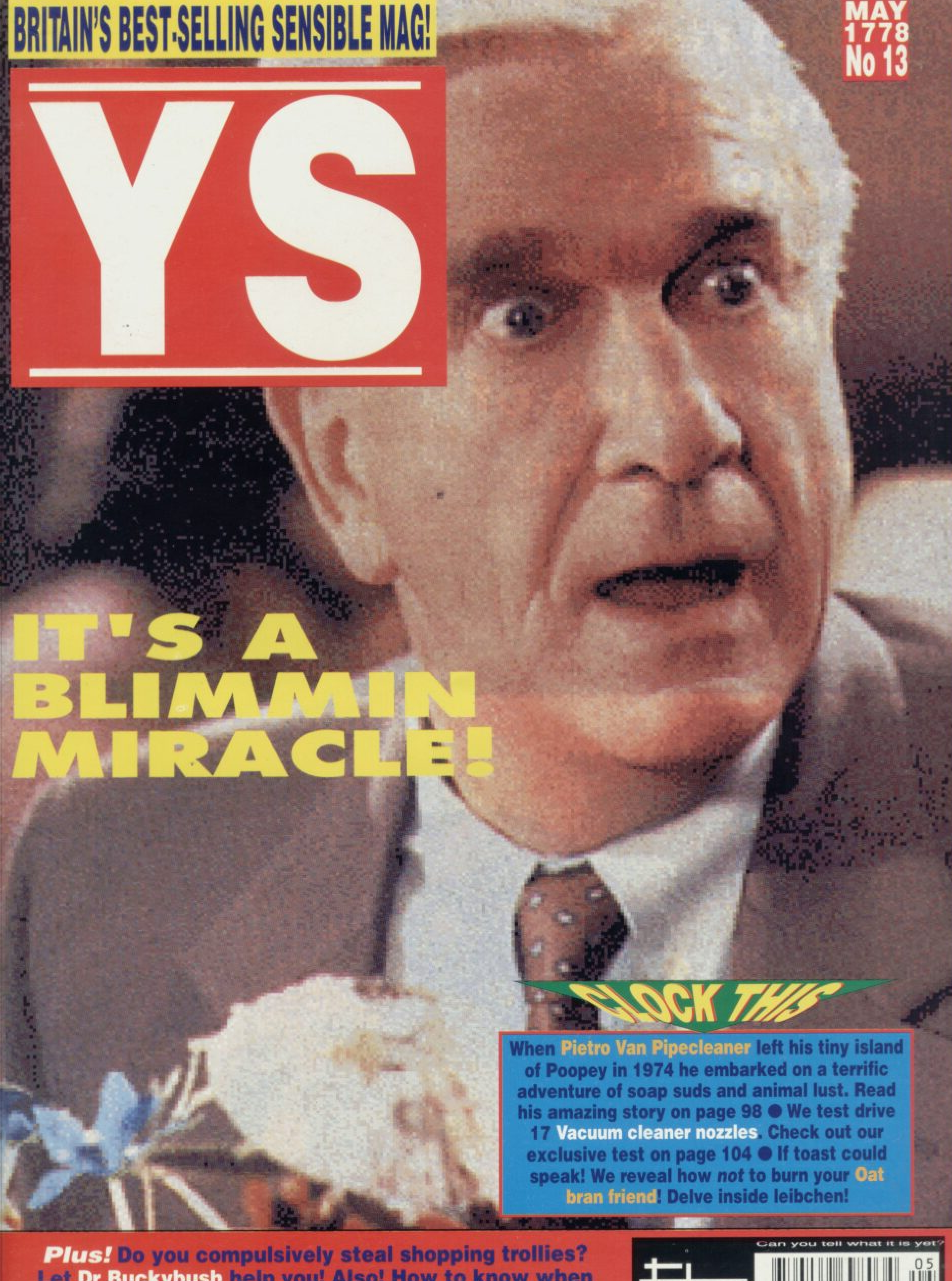
* Come and dance around the maypole with our joyous covertape. As well as the usual POKEs and gorgeous games, we've also got two stonking demos. They're biggies so make sure you don't miss out.



* Plus! There's a groovoid free gift sellotaped to the cover - it's a dead spiffy high-score chart that you can write on. Hurrah! What's more, if you don't like what you've written, you can wipe it off again. Coo, eh?

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Plus! Do you compulsively steal shopping trollies? Let Dr Buckybush help you! Also! How to know when you're being flagrantly lied to; Margo Lemming could quite probably save your street cred on page two! Lawks, but it's rockin good tonite, hot mama!

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